extreme PlayStation issue 24 December 1999

FREE: THIS ISSUE

Complete Solutions

Metal Gear Solid: Special Missions, Apocalypse, Mission: Impossible, Resident Evil 2, Quake II



EXCLUSIVE

Resident Evil 3 transfer pack



extreme PLAYSTATION magazine

issue 24 December 1999

F1 WORLD GRAND PRIX

exclusive

Can it beat F1 99 to the chequered flag?

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REVIEWED

F1 World Grand Prix • Grand Theft Auto 2 • NBA Basketball 2000 • Tarzan • Chef's Luv Shack • Crash Team Racing • Music 2000 • Le Mans 24 Hours • Centipede • Hot Wheels Turbo Racing • Dino Crisis • Demolition Racer • The War of the Worlds • 40 Winks • NHL Championship 2000 • The Next Tetris • Championship Motocross Featuring Ricky Carmichael • Action Man • Pong • Worms Armageddon • FIFA 2000 • Mighty Hits Special • Lego Racers • This is Football • Carmageddon • South Park • Space Invaders • MTV: Snowboarding • Rising Zan: Samurai Gunman • Apocalypse • Final Fantasy Anthology • Pop 'n Music • Bish Bash II • Winning Eleven 4 • Bass Landing

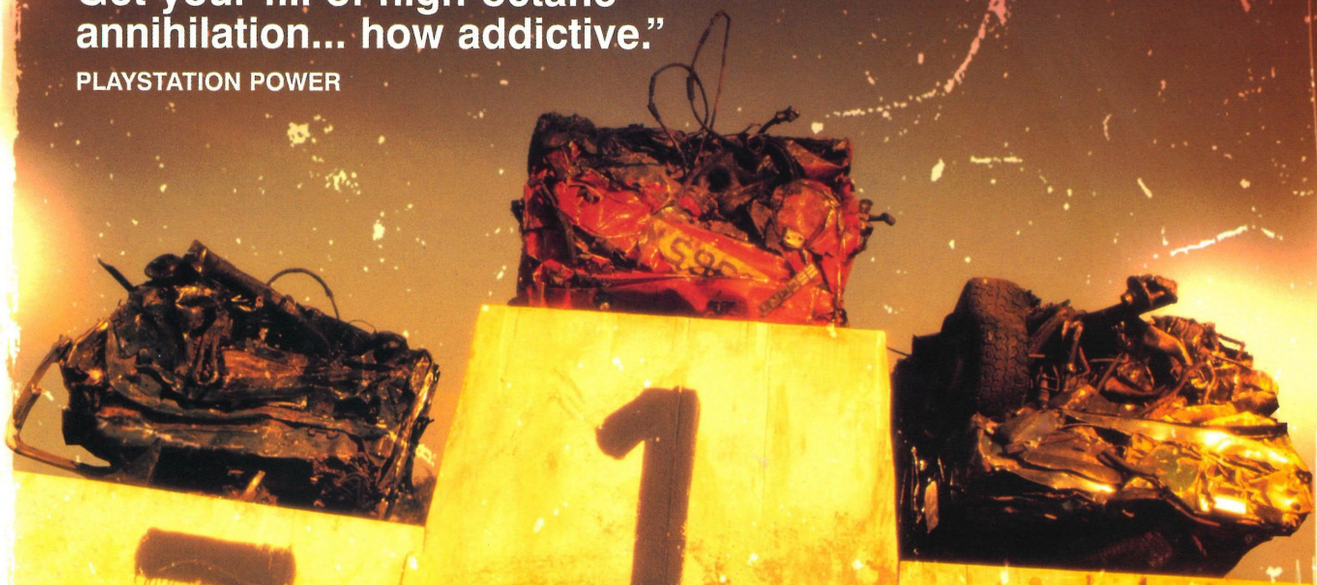
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HIGHLIGHTS



EPM'S DOUBLE FREEBIE SPECTACULAR!

This month we give you not one but two fantastic free gifts. Our five-game solutions guide helps you through games old and new, with Quake II, Apocalypse, Mission: Impossible, Metal Gear Solid: Special Missions and Resident Evil 2 blown wide open.

Not only that, but we're also giving away an exclusive Resident Evil 3 transfer pack! Just the thing to brighten up your room...







Don't say we never give you anything - we've two amazing free gifts with this issue's mag, and a hatful of top reviews between the covers.

It's been a great month for the PlayStation. With Christmas approaching fast, software houses are filling the shelves with great (and not so great) PSX games. It's always worth checking our reviews before buying, though - not every game is as cool as Crash Team Racing, Dino Crisis or Worms Armageddon.

There are some great-looking games expected in the new year too. Jimmy White's 2: Cueball is looking terrific - we just had to interview the chief programmer, Archer Maclean. And what about Mary King's Riding School? There's never been a game like it before, that's for sure.

With PlayStation 2 on the way, it's natural to worry about the future of our little grey machine. Those worries are unfounded - with a hot line-up like this and the PS 2's backwards-compatibility, the future's looking well rosy for the PSX!



Ian Osborne
EPM Editor

editorial

BUILT FOR SPEED...

The racing game is one of the PlayStation's best-loved genres, and there's a garage-ful of them in this month's issue. Which will take the chequered flag, and which will be lapped before retiring into the pits? Check 'em out in this month's X-Rated section...





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extreme PLAYSTATION

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Can this Video Systems/Eidos release take pole position?

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An exclusive interview with Cueball programmer Archer Maclean and a first look at two forthcoming games.

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A hatful of games that are just around the corner.

X-Rated 30

In-depth reviews of far too many games to list...

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...Only one here, though!

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News and reviews from overseas, including Final Fantasy Anthology.

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With EPM, cheats always prosper...

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More of your letters. Well, what did you expect in the letters section?

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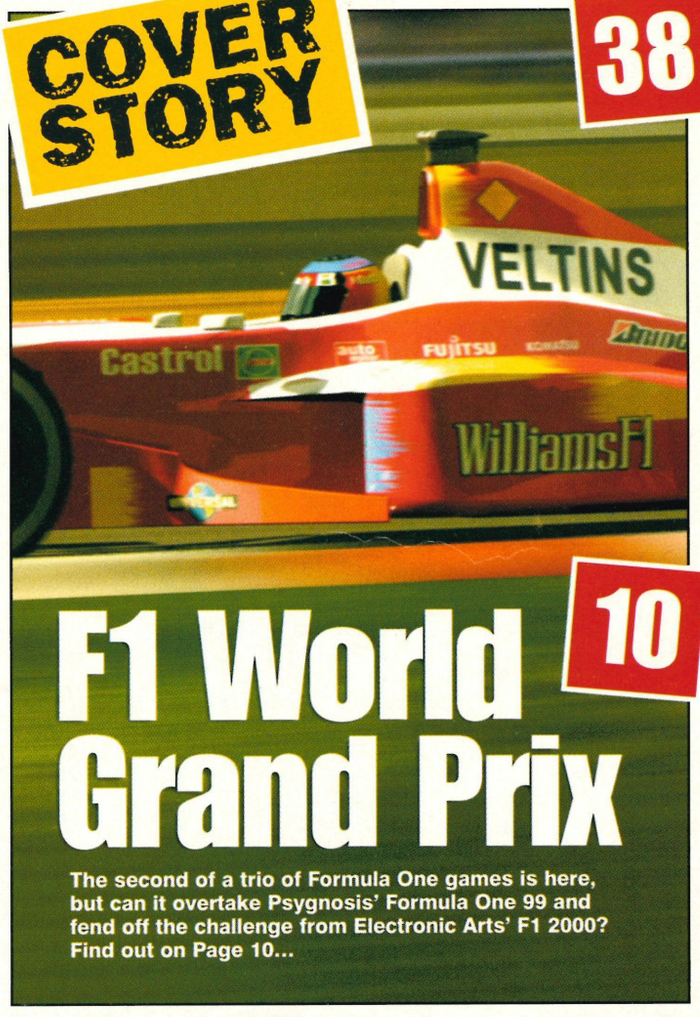
Your authoritative games guide - don't buy anything until you've checked the directory.

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Complete your collection or subscribe to EPM.

Next Month 98

It's the Next Month page. And it's on Page 98...



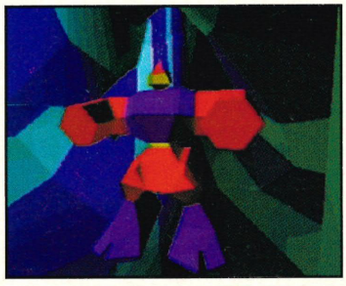
10 F1 World Grand Prix

The second of a trio of Formula One games is here, but can it overtake Psygnosis' Formula One 99 and fend off the challenge from Electronic Arts' F1 2000? Find out on Page 10...

38 MUSIC 2000

Codies' Music was last year's surprise hit, but can Music 2000 keep up the momentum? If you want to create some phat tunes on your PSX, hit the decks on Page 38...





46 Demolition Racer

Is it a worthy successor to the Demolition Derby games, or just another pretender to their throne? Smash your way to Page 46 to find out...

GAME GUIDE

work in progress

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xcrated

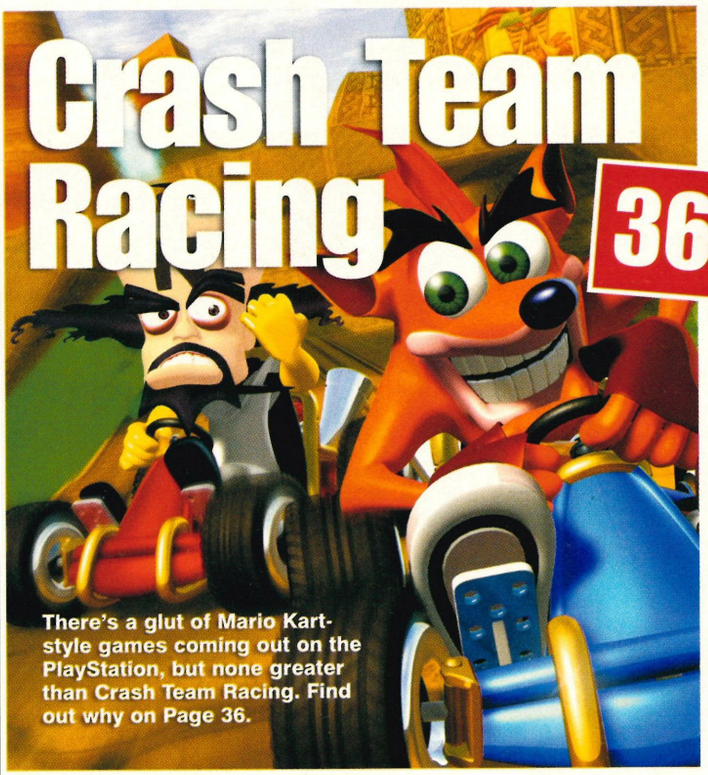
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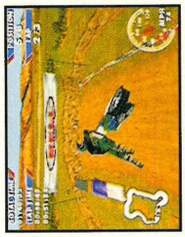


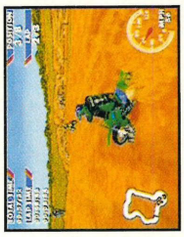
Crash Team Racing

36

There's a glut of Mario Kart-style games coming out on the PlayStation, but none greater than Crash Team Racing. Find out why on Page 36.



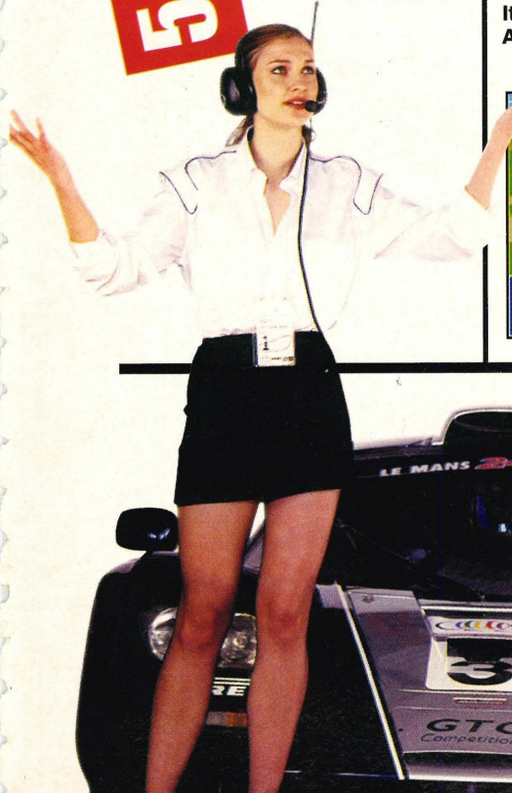




Championship Motocross Featuring Ricky Carmichael

54

Get dirty with THQ's dirtbike racer over on Page 54. It's motocross motorbike madness all the way, so make sure you've got enough washing powder to clean your overalls after the race!



Final Fantasy Anthology

77

It's only available on import, but those who can play American games should check out this two-game compilation featuring Final Fantasies V and VI on Page 77.





40

Le Mans 24 Hours

The best drivers in the world were there, but how does Eutechnyx' Le Mans game fare against the PSX's finest drivers? Motor on to Page 40 and see...

MGS art book • Fake graffiti • New VB3 screens [6]
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signals

METAL GEAR SOLID GETS ARTY



MGS art book hits the shelves in Japan

A complete collection of Metal Gear Solid artwork by celebrated Manga artist Yoji Shinkawa has been released in Japan. The Art of Metal Gear Solid packs 180 pages with features, sketches, magazine covers, posters and details of MGS collectable figures and trading cards.

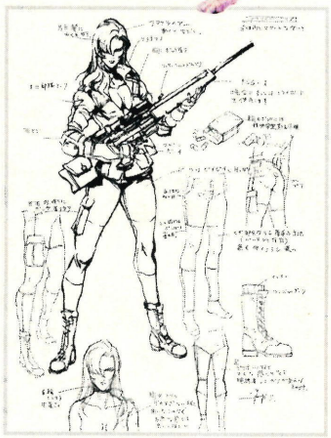


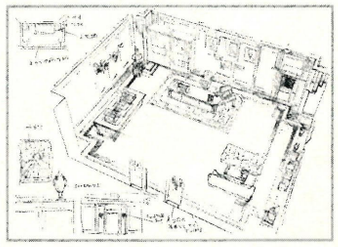
Features include how Metal Gear Solid was designed, with storyboards, early character sketches and directions. An interview with Shinkawa also explains the artist's influences, how he approached the project and the role of his art in the game.

The book is currently on sale in Japan. A European release has yet to be confirmed, but we have five to give away. To stand a chance of winning, just answer this simple

WHO'S SOLID SNAKE'S BROTHER, WHOM HE FIGHTS AT THE END OF MGS?

Answers on a postcard to: ***Test Your Metal Competition***, at the competition address.







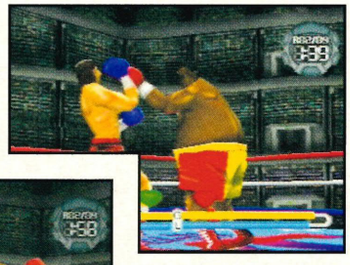
update extreme

NEW VB3 SCREENS

Victory Boxing 3's looking good...

We've nothing much to add to our news piece back in Issue 21, but JVC have sent us some more screenshots of their forthcoming boxing sim Victory Boxing 3. And here they are...









IN YOUR DREAMS

Dreamcast graffiti on Sony office is not all it seems...





Just before the launch of the Dreamcast, Sega put up posters offering, 'PlayStation - Best Before 14/10/99', implying our machine would be obsolete when the Dreamcast arrives on the 14th. Soon after, this photograph was circulated on the Internet. Sony's offices appeared to have been vandalised by a wag with the same message. "It didn't happen", said Sony's Jonathan Fargher. "The photograph is fake".

According to Sega, 'it disappeared very soon afterwards'. Did they mean the graffiti or the Dreamcast?





MORE GEKIDO SHOTS

Gekido: Urban Assassins is looking good...

Infogrames' Streets of Rage-inspired fighter Gekido: Urban Assassins isn't due for release until March of next year, but they've sent us some cool-looking new screenshots in advance of the forthcoming full preview.

update extreme

Gekido features 17 levels, a fully-interactive 3D environment, secret stages, up to four players fighting simultaneously and top combos.



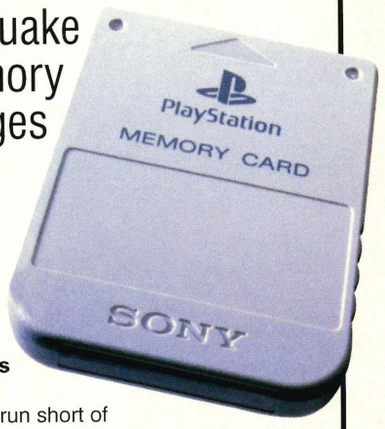






EARTH MOVES FOR MEMORY CARDS

Taiwan earthquake could cause memory card shortages



Taiwan's recent earthquake could cause a shortage of memory cards this Christmas. The quake took out around half of the factories that produce the IC chips used by both Sony and independent memory card manufacturers, causing potential stock shortages and possible price increases.

It will be a while before the stores run short of supplies, but those wishing to buy extra cards for Christmas would be wise to get in early.

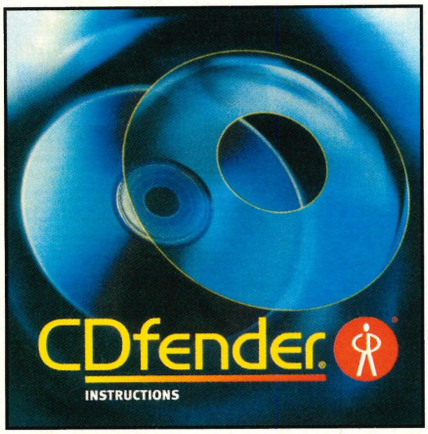
EA'S FOOTIE MANAGER - AN APOLOGY

In Issue 22 we reviewed Electronic Arts' FA Premier League Football Manager 2000, and stated it 'begins just before the 98/99 season'. In fact, the version we reviewed was not complete and the finished game does indeed contain this year's roster. We apologise to EA for our mistake.



PROTECT THOSE GAMES!

Guard against scratched CDs with CDfender...



■ The CDefender protects your CDs against scratch damage

Ever settled down in front of your PSX for a blast on your favourite game, only to find it won't load because the disc's scratched? What you need is CDfender, from OptiDisc.

CDfender is easy to apply. It's simply a plastic film that clings to the underside of a CD, repairing minor scratches and preventing major damage. It stays in place during use, and can easily be removed.

CDfender costs £4.99 for a pack of five, and is available from HMV, Woolworths and elsewhere. The CDfender works with audio as well as game CDs.

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This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed.
Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784

NOVALOGIC FOR PS 2

Novalogic is to bring its highly-regarded wargames to the PlayStation 2. "Up till now", said Novalogic's European Marketing Manager Georgina Worsley-Winteringham, "consoles just haven't been powerful enough to do our games justice". Novalogic are also to open their online internet server to the new consoles, allowing players to compete over the internet.

BLAIR WITCH PROJECT FOR PSX

Take 2 has snapped up the rights to produce a game based on the hit movie, The Blair Witch Project. The game, developed by Gathering of Developers, will be a 3D horror action adventure, and will also appear on the PS 2. There are no plans for a Dreamcast version. No doubt the game's budget will dwarf that of the film...

GT2 DELAYED YET AGAIN...

Sony has once again delayed the release of their forthcoming racer Gran Turismo 2. The game is now expected in January at the earliest. Developers Polyphony Digital are working flat out on the game, which Sony had hoped to release in time for Christmas.

FINAL FANTASY PRICE FALL

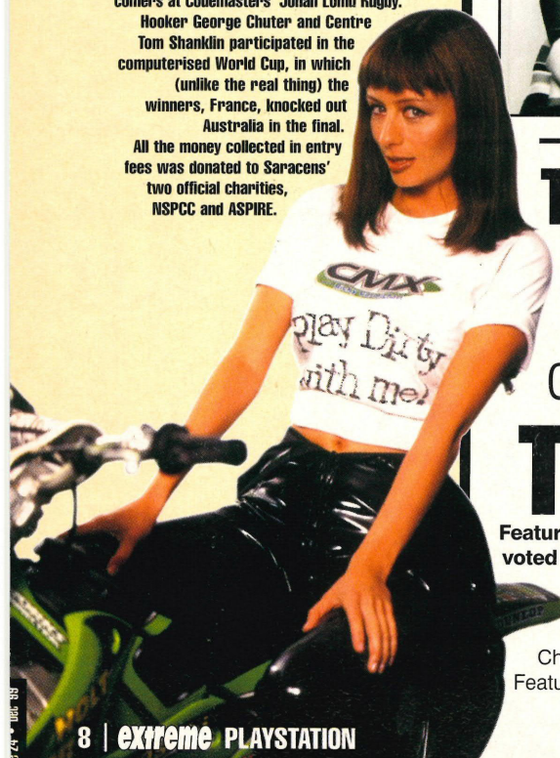
Despite an official price of £44.99, Final Fantasy VIII is being sold for under £30 by many stores, including Electronics Boutique, Game and Virgin. This is despite the game costing around $20 million to produce and coming on four discs.

ISS PRO EVOLUTION DELAYED

Konami's hugely-anticipated ISS Pro Evolution will not be ready in time for Christmas as expected. The title is now expected in March of next year. Those who've played the import version, Winning Eleven 4, know it's well worth the wait, though...

JONAH LOMU PSX CHARITY CHALLENGE

The Hare and Hounds public house in St Albans, Hertfordshire, was home to a pub competition of a different kind last Saturday when members of top premiership rugby club Saracens took on all-comers at Codemasters' Jonah Lomu Rugby. Hooker George Chuter and Centre Tom Shanklin participated in the computerised World Cup, in which (unlike the real thing) the winners, France, knocked out Australia in the final. All the money collected in entry fees was donated to Saracens' two official charities, NSPCC and ASPIRE.



A GAME WITH BITE...

Vampire Hunter D haunts the PSX

first sighting extreme

JVC are to release a game based on Vampire Hunter D, a Japanese comic book which inspired a Manga video. The game, a Tomb Raider-style 3D action adventure set in 12,090 AD, is expected in March.

As the eponymous vampire hunter, you must rescue the young Doris from the clutches of the evil Count Magnus Lee by roaming huge castles and clearing them of vampires, zombies, gargoyles and other such creatures. To assist in your quest, you have a hand that talks to you and a cloak with magical properties. Weird!



BEATMANIA DANCES TO NEW TUNE

Konami sign Moloko for Beatmania





Moloko's recent chart smash Sing it Back has been signed by Konami for the European edition of Beatmania. The game will feature the Can 7 Supermarket Mix featured on the single, as mixed by respected German producer, Can 7.

Sing it Back has been described as the disco anthem of Ibiza '99, and reached Number Three in the UK charts, hitting the top spot in America. Moloko, who are Rosin Murphy and Mark Brydon, release their third album early next year, which is around the same time as the oft-delayed European edition of Beatmania hits the shelves.

TARA KING PLAYS DIRTY...

Page Three beauty promotes Championship Motocross



THQ enlisted model Tara King to help promote their forthcoming Championship Motocross Featuring Ricky Carmichael. Tara, voted The Sun's Page Three Girl of the Year, got dirty with the MJ Church Motocross team during a photo-shoot for the game.

Check out our review of Championship Motocross Featuring Ricky Carmichael on Page 54.

COMPETITION

MISSION: IMPOSSIBLE

Infogrames' Mission: Impossible scored an impressive 85% last issue, and to celebrate its release, they've sent us a sackful of give-aways.

Four lucky readers will each win a Mission: Impossible rucksack, baseball cap, long-sleeved T-shirt and waterproof jacket.

To stand a chance of winning one of these ace prize packs, just answer this simple question:

THE MISSION: IMPOSSIBLE TEAM ARE ALL MEMBERS OF IMF. WHAT DO THE INITIALS 'IMF' STAND FOR?

Answers on a postcard to: ***This Postcard Will Self Destruct in Five Seconds Competition***, at the competition address. Entries received after 22nd December will be sent on a suicide mission, never to return...

GADGETS

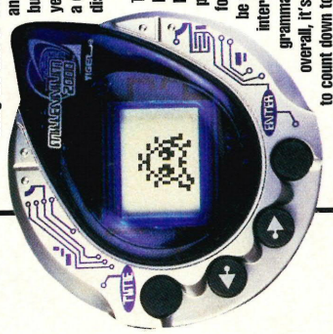
MILLENNIUM 2000 KEYCHAIN

You just can't get away from the Millennium these days. Every time you turn on the TV, read a paper or simply walk down the street, someone's talking about the bloody Millennium. How long do we have to put up with it?

For a quick and easy answer, grab a Millennium 2000 Keychain from Tiger Electronics. This nifty little device counts down the years, months, days, hours and minutes to the Millennium (but curiously, no seconds), and is full of fascinating facts relating to the year 2000. Trouble is, they spelt 'millennium' wrong on the screen! 'The average woman will see her parents 10.71 times before the millenium', screams the keychain. 'The average man will take study courses 1.8 hours before the millenium'. Still, they're calculated 'on the fly', so the facts are accurate no matter when you read them.

The cute but non-interactive Millennium Bug keeps you entertained while you're not using the time or trivia functions, and when the in-built clock hits the year 2000, you get a cool firework display.

At £7.49, the Tiger Electronics Millennium 2000 Keychain is pretty good value for money. It could be a little more interactive (and grammatical), but overall, it's an amusing way to count down to the Millennium.



SILENT HILL BROUGHT TO BOOK





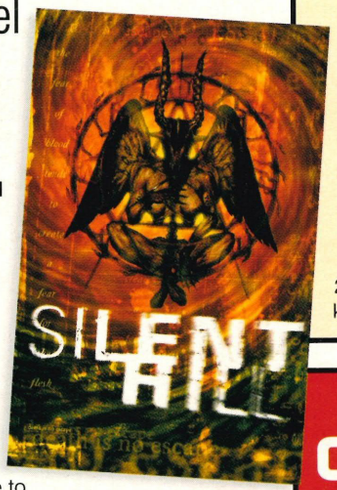


Konami's horror blockbuster inspires graphic novel

Konami is to publish a graphic novel based on the chilling horror adventure, Silent Hill. As well as being a cracking good read, the book, written and illustrated by top 2000 AD artist Neil Googe, also offers hints on how to complete the game.

New techniques have been used to produce the novel. Pencil sketches are filled with colour, and then the images are altered using computers. Special effects, textures and filters give the novel a dark and unnerving atmosphere, whilst the storyline pulls no punches.

Silent Hill: The Graphic Novel hits the shops this month, but we've got five to give away. If you want to win, just answer this simple question:



WHO'S IS THE MAIN CHARACTER IN SILENT HILL?

Answers on a postcard to: ***Suffer in Silence Competition***, at the competition address.

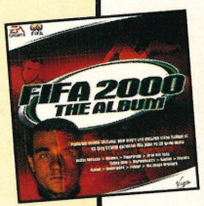
Entries which arrive after 22nd December will be transported to an alternate dimension.

COMPETITION

FIFA 2000 - THE ALBUM

You've played the game, now buy the soundtrack - Virgin Records has just released FIFA 2000, The Album, starring Robbie Williams.

Highlight of the album is Robbie's forthcoming single, It's Only Us. Also featured are Gomez' Bring It On, Mansun's Wide Open Space and Underworld's Born Slippy, as well as tracks from DJ Goalie, The Balls Brothers and Cassius. PC owners can also slap the disc into their computer and play the Robbie video and a demo of the PC's FIFA 2000.



We've got ten copies of FIFA 2000, The Album to give away. To stand a chance of winning, just answer this simple question:

ROBBIE WILLIAMS USED TO BE A MEMBER OF WHICH BOY BAND?

Answers on a postcard to: ***FIFA 2000 Competition***, at the competition address.

Entries which arrive after 22nd December will be kicked into touch.

EXTREME COMPETITION ADDRESS

Send all your compo entries to:

extreme PlayStation,
22 Strand Street,
Poole, Dorset
BH15 1SB

good extreme luck!



COMPETITION

IT'S A WRAP

Christmas, eh? Our annual blow-out. We buy presents for friends and relatives, splashing out on bath cubes and cheap perfume for that auntie you don't particularly like; serves her right for buying you a five-year diary two years in succession. But even when Christmas is over, there are still presents to buy. What about birthdays? How about Mothers' and Fathers' Days? Thanks to Scotch®, extreme PlayStation can solve some of your pressie probs...



Scotch® and Eidos have teamed up to give away five Scotch® Tape Present Packs, each worth around £70. Each pack contains a copy of Eidos' UEFA Champions League, a Scotch® Tape Hand Dispenser with a refill pack, five sheets of gift paper and five attractive presentation bows.

To stand a chance of winning one of these excellent prizes, just answer this simple question:

AFTER WRAPPING YOUR COPY OF UEFA CHAMPIONS LEAGUE USING YOUR SCOTCH® TAPE AND PAPER, WHO WOULD YOU MOST LIKE TO GIVE IT TO AND WHY?

The prizes will be awarded to the five wittiest replies - obscene or libellous entries will be disqualified. Answers on a postcard to: ***Wrap It Up Competition***, at the competition address.

Entries which arrive after 22nd December will be gift-wrapped and posted back to you.


REPSOL
15
PIAA

Memory Card | **Analogue Pad** | **Dual Shock** | **Steering Wheel**

Publisher Video System | **Developer** Lankhor | **Genre** Driving Sim
Released December 1999 | **Version** PAL | **Price** £29.99 | **Players** 1-2



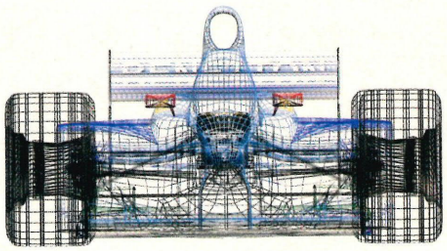
F1 WORLD GRAND PRIX

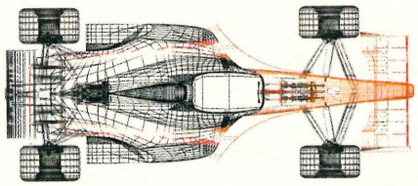
Now here's a thing. First Psygnosis release their excellent follow-up Grand Prix sim, Formula One 99, and now Lankhor has produced this, F1 World Grand Prix. Not only that, but Irvine's just blown the title in Suzuka to that undeniably-charismatic Finn, Mika Hakkinen. The question is, which game do we use to fulfil our dream of seeing Mika cry tears of defeat as we soar victoriously past him?

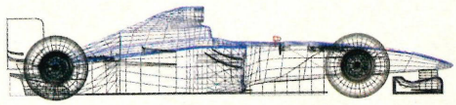
Well, let's face it, F1 99 surpassed expectations by improving on previous games and producing an excellent driving sim. The graphics were well-defined, the animation smooth and the handling (once mastered) made it feel as if you really were behind the wheel of Schumacher's F399. Like the good-old PC games of the same name, it provided you with the same gameplay that at first made you spin off at every corner. As you practised more and more, you soon realised the timing of the gear changes, the brake points and the racing line were all crucial to your success. This made you concentrate - none of that chatting to your mates while you negotiate a hairpin bend, this was lock-the-door-and-shut-the-curtains-type stuff. So can Video System provide you with the same experience, or maybe even better?



The real season may be over, but Dave can still smell that whiff of fuel and burnt rubber...





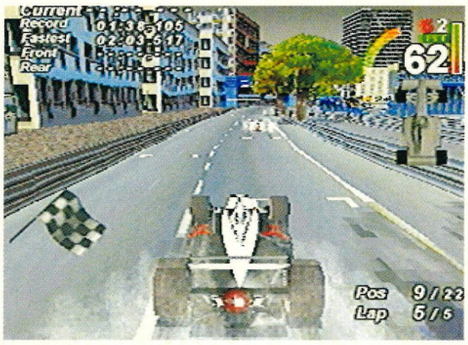


Ugly Engineering

Graphically, this game is weaker than its rival. Track detail is limited to patches of light and dark grey, while the car has a surreal, plasticy look about it. However, you can expect a 3D integrated background and real-time polygon stretching for those no-gap, seamless 3D environments. After all, the last thing you want when coming into a crucial turn on the penultimate lap of the Monaco Grand Prix is for a game error to send you spinning off.

However, generally the game still plays pretty darn well, and improvements are still being made to give the final version a more polished feel. The





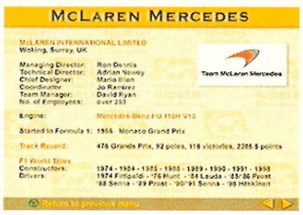
■ Why can't these bloody things have roofs?



■ Gentlemen, choose your weapons...

KEEP INFORMED

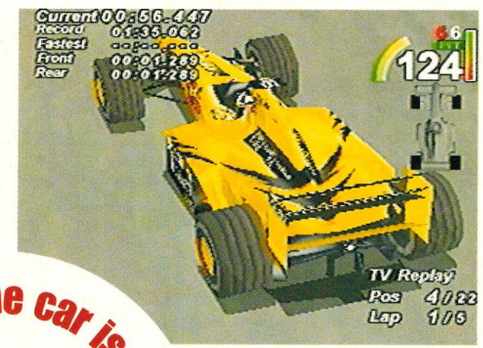
F1 World Grand Prix features some rather snazzy car selection screens, giving you the option of rotating each team's car in a showroom-type scenario. You can also access files on the history of that team, their progress, performances and basically anything else you might want to know. So not only do you have the chance to choose between teams, but you can also take a sneaky peak at their past triumphs (if any).

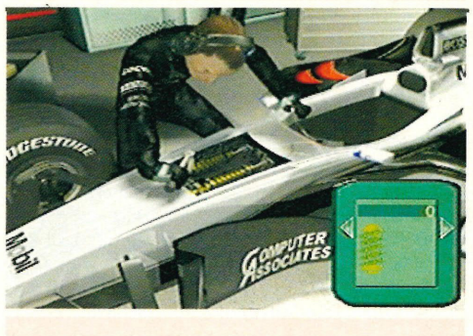














■ Another of those replay views.

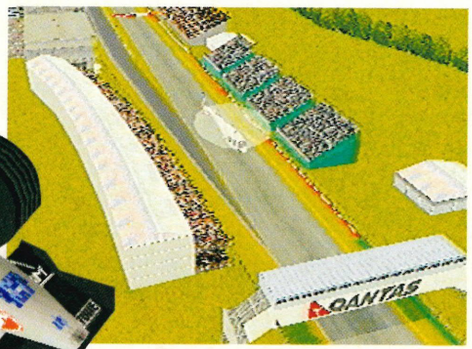
The handling of the car is difficult to get used to.



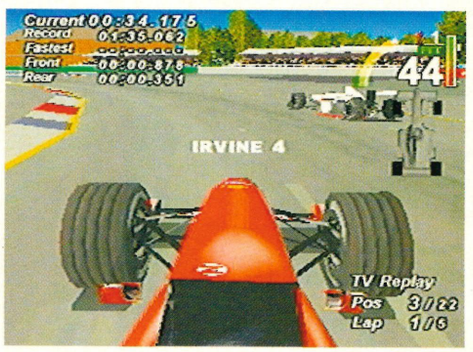
handling of the car is difficult to get used to, as you'd expect from a Formula One game, but once you've become accustomed to the controls you may well be troubled still. This is because the initial set-up of your car is not customised enough, once again highlighting the importance of your race preparation. In accurate car games, the car is responsive, yet at the same time portraying the sensation of weight and speed. On the other hand, the cars in F1 World Grand Prix are simply not quite as responsive as they need to be.

The main strength of F1 World Grand Prix is the preparation options you have before each race. Here you find a sensible balance between 'just let me play the bloody thing and stop pissing about' and a game that's too basic to have any sense of realism. You can decide the behaviour of your car, change your pitting strategies, adjust the wings and choose between tyres. What's also nice to see is how these changes really do make a difference to the performance of the car during races. There's also a good variety of race options - Quick Race, Single Race, Practice and Championship, plus car information screens





■ Fly over the track before practice sessions.



■ You can move the camera around.



■ Whoopee, I'm flying...



■ Replay Management allows you almost any view.

about each team. Formula One 99 merely offers you Quick Race or Grand Prix.

I had expected a bit more from this game, and even though I was prepared for graphics of a lower quality than those found in the Psygnosis title, it's little glitches in the gameplay that prevent it from getting a top score. The game doesn't quite run fast enough, the acceleration and braking of the car is unrealistic and it's too hard to master cornering. Improvements made to the game's physics and car behaviour would inevitably solve these problems. The replay options allow a variety of camera views, ranging from an in-car camera to helicopter cam. However, these alternative views often highlight the problems within the graphical elements of the game, which you may have otherwise failed to notice.

INTRODUCING...

The intro sequence to this game is the kind that sets the heart racing, centring on the anticipation and focus of a driver before a race. You see his eyes and face as he envisions flash-thoughts of the race ahead.

The graphics are nice and crisp, while the timing is crucial to the impact on the player, as after watching the five red lights go out, you're in the perfect mood for some racing.



Pick of the Pack...

Ultimately this game can't quite compete on the same level as Formula One 99, although it can be playable once you delve deeper and persevere with controls that are at first difficult to use. If I could only get one Formula One game, I'd have to go for F1 99 every time, simply because it's better in all departments. But this offering gives you a different angle on the whole F1 genre, one that is more challenging and strategic, based around the set-up you choose for your car. Not one for those who like to just 'pick up and play', but if that's what you're after, you shouldn't buy a Formula One game at all. This game is hard work, sometimes to the extent of frustration, but just keep going and reap the rewards.

Dave Foggon



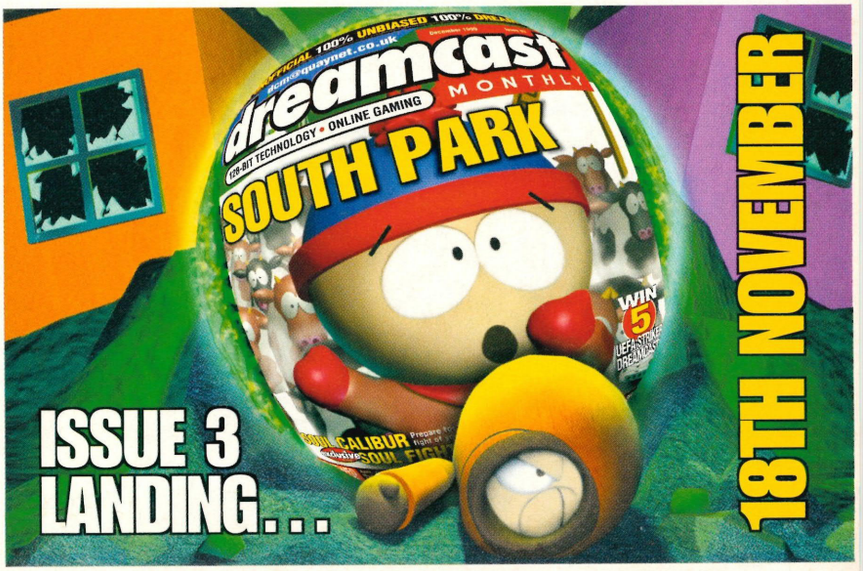


■ That's it, I'm knackered.



extreme

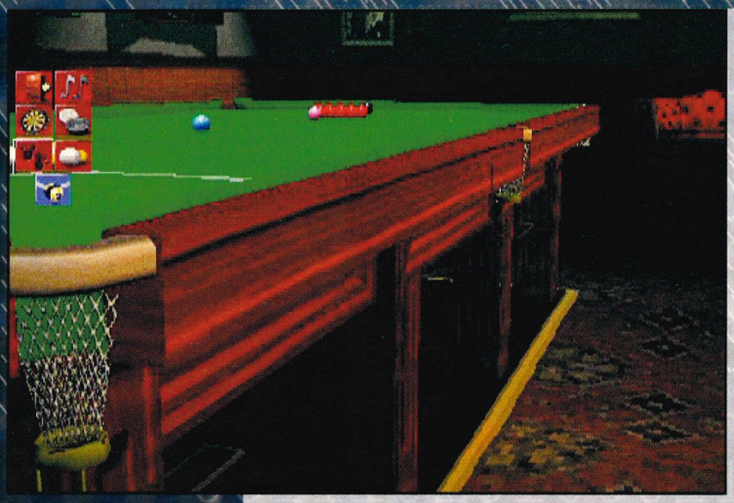
UPPERS	DOWNERS	
It's an official game Nice options Car set-up	Primitive graphics Jumpy animation Awkward controls	88%



Publisher Virgin Interactive **Developer** Awesome Developments **Released** Early 2000

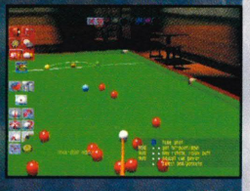
Jimmy White's 2: Cueball

With Jimmy White's 2: Cueball shortly to be unleashed on the PlayStation, Simon Brew spent some time with the man behind the balls, Mr Archer Maclean...

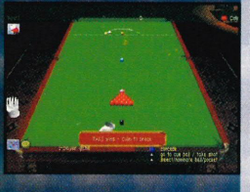












Walking into the home of Awesome Developments, creators of Jimmy White's 2: Cueball, the one thing I was certain I'd see was a snooker or pool table. What I wasn't quite ready for was the mountain of empty Coke cans sitting on top of it. "That's how much Coke we drink in a week", beamed industry legend Archer Maclean. It's a wonder they ever sleep.

Mind you, they haven't had much sleep lately anyway, as the small Banbury-based outfit have been busy converting Jimmy White's 2: Cueball to the consoles. "It would have been easier if we'd written the console versions first", concedes Maclean, "because trying to cram a PC game that takes up 100Mb of hard drive space onto a console is hard work!"

So how does a game like Cueball work on the PlayStation? Is it tricky to fit it all in? "It's a bloody nightmare", he says without blinking. "Trying to fit the game into 2Mb is hard enough, but the PlayStation cannot cope with floating-point maths, which does limit the capabilities of the game". Does that mean we're getting a sub-standard game? "No, but there are certain things we did to get it into the memory space, such as reducing some of the detail and breaking it into chunks, loaded when you need them".

And what about the controls - was it a problem getting the game (which required a mouse on the PC) to work with a joypad? "We tried two or three different ways to get this right, and we've ended up with the best combination of the options available. What we've tried to do is not to emulate a mouse-pointer system, instead giving it a feel of its own". Suffice to say, expect to see no part of your controller go untouched.

Once Upon a Time...

The game Cueball has a very chequered history. The project was formally initiated as a sequel to the mega-hit, Jimmy White's Whirlwind Snooker, and work started in earnest in 1997. Unfortunately, Virgin themselves started selling off their projects, with Cueball one of the few games that remained with the company. "We went through four months of hell trying to sort it out", says Maclean, "when what we really wanted to do was to get on with the programming".

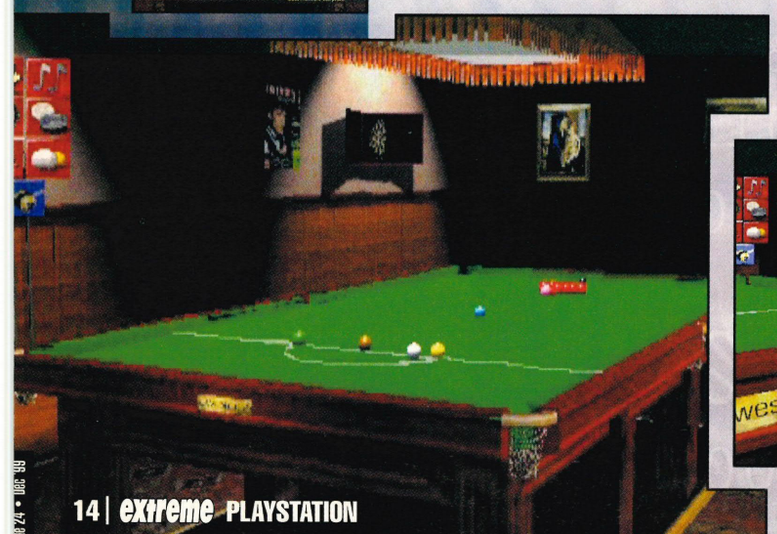
Maclean is one of that elite band of programmers whose name adorns game boxes, and certainly throughout his 17-year involvement with the industry, he's experienced many highlights. From the early beginnings with International Karate+ and Dropzone, he went on to win Programmer of the Year at the start of the 90s.

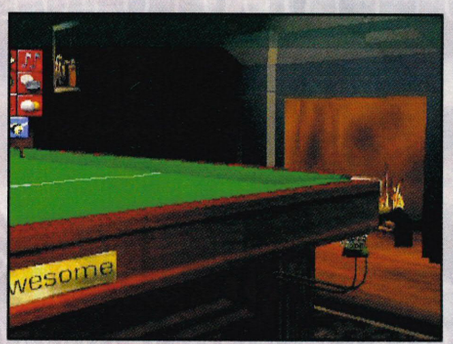
"I had absolutely no idea it was going to be me", he says, " I just went to the ceremony because I thought it was a good freebie. When they read out my name, I stood up so fast I sent everything flying and spent the first few seconds clearing up the mess. I then went on the stage where Jonathan Ross was presenting the awards, and remember asking him why his finger was bent". And what did he say? "He shut it in the door as a kid, or something like that".

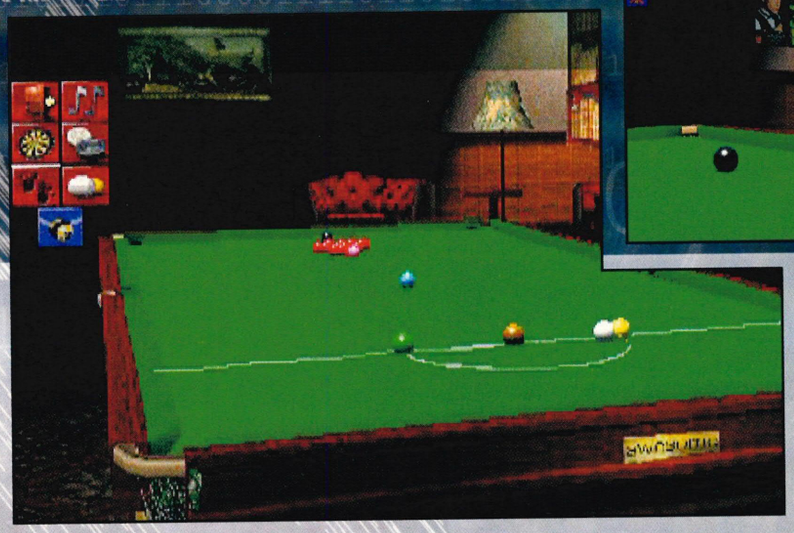
Accurate

Perhaps the most impressive facet of Cueball is its feeling of accuracy. So how much complex maths was involved? Electing to avoid the verbal answer, Maclean simply walked into the next room and pulled out a book packed with the kind of calculations child prodigies usually produce. "I had to re-learn a lot of 'A' Level maths when we did the first snooker game, and we've carried over the work we did then. Why fix it if it ain't broke?"

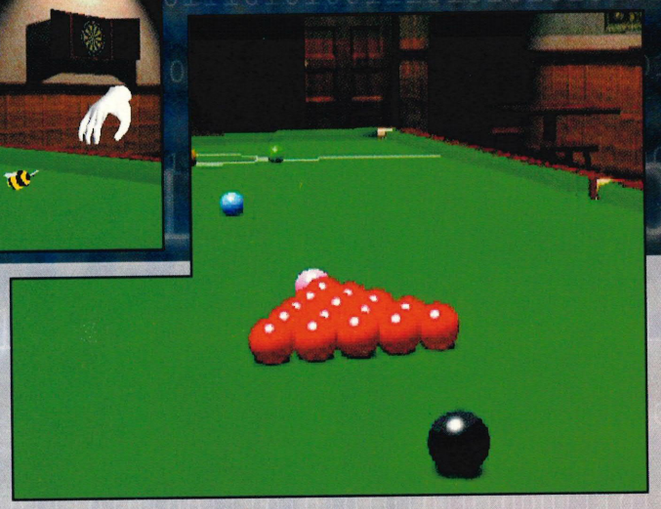
But how can you test if something is right? "Jimmy White was quite helpful in that sense. He's no mathematician, but he instinctively knows what the balls should do when hit in a certain way. The other way is to work out if it simply feels right".

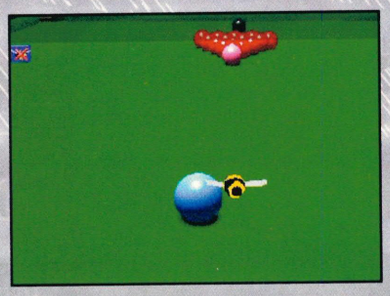














Looking around at the company Maclean has formed, it does raise the question of how comfortably he sits in such an environment - especially having created hit games single-handedly in the past. "I suppose I have to be honest; I did prefer it when it was all just me. I have this habit of wanting to really perfect the silliest little things, and a team does limit that". So why set up Awesome? "The business is much bigger now - there are contracts, laws, and the games take around 25 man-years to produce. It was much easier when it was you on your own, sat in a bedroom knowing full well you could bang out a game in six months".

The industry has been kind to Maclean. On the wall hangs a picture of his mighty-impressive sports car with personalised number plates (he had six once), and much of the time between the two snooker games was spent enjoying his automobiles. Mind you, even up until 1994 he was still doing conversions of Jimmy White's Whirlwind Snooker, with the Mega Drive version the last. "It was the hardest thing I ever wrote, getting fast 3D out of the Mega Drive. No one could work out how I got the machine to update so quickly!"

Fun and Games...

So what does an industry veteran play in his spare time? Any particular PlayStation favourites? "Oh yes, loads", he says, explaining that if a particularly cool game comes in it tends to become essential lunchtime entertainment for the best part of a month.

"We like the Codemasters' stuff, and had a lot of fun playing TOCA 2 and Colin McRae Rally. When Gran Turismo came out, we played that for ages. I used to whip everybody using a 1957 Corvette!"

Will you be supporting the PlayStation 2 in the future? "We don't have distinct plans right now, but it's certainly an option on our two forthcoming projects".

We can't have an interview with Archer Maclean without talking about the little quirks that seem to infest his games, such as the playable Dropzone arcade cabinet, darts sub-game and a bubblegum machine that picks your lottery numbers, all found in Cueball. "It's my trademark", he declares. He's not kidding. Whether it's fighters dropping their trousers in International Karate+ back in the 80s, or snooker balls pulling faces at you in the first snooker title, Maclean has consistently shown he's willing to add little extras and lots of polish to make his titles unique.

"In the early days, people never really thought about doing it", he says, "but now others are catching on we have to come up with new things of our own". Don't publishers ever get tired of your antics? "We occasionally come up against a cold-hearted executive who doesn't get it, but we're fortunate this time around to have a good bunch of people".

Whiter than White...

And so finally to Jimmy. Where does Mr White fit in? "He gave us more help on the first one, where we needed it the most, and he does a lot of PR work for us". "Actually", muses Mr Maclean, "I've haven't seen him for a couple of months now. I'm supposed to go round and fix his daughter's computer".

And there you have it; Archer Maclean, former Programmer of the Year, and personal computer technician to none other than Jimmy White himself. What a man...

AWESOME DEVELOPMENTS

"Back in 1993, all my so-called contemporaries were off setting up their own companies, and they told me I should too. I resisted for many years, and maybe that's why it took me three years to write the first snooker game". And so inevitably, Archer Maclean assembled a team of talented individuals to set about putting together Jimmy White's 2: Cueball. "People have worked on my games before, but this was the first game I had done with a proper team". The company are currently in the early stages of Cueball 3 - "We started it yesterday", Archer cheerily proclaims. The game will see the entire code (including the maths) rewritten from scratch. And then there's a top-secret, major project they're working on at the moment. But he wouldn't tell me anything about that. Meanie.



WARNING!



DON'T GET CAUGHT CHEATING

Testing Commences 23rd December

dreamcast strategies

Publisher Midas Interactive **Developer** Midas Interactive **Released** January 2000

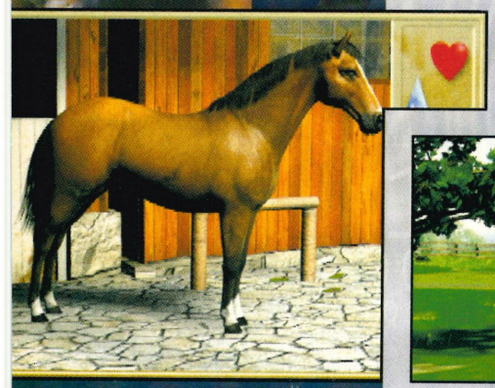
Mary King's Riding Star

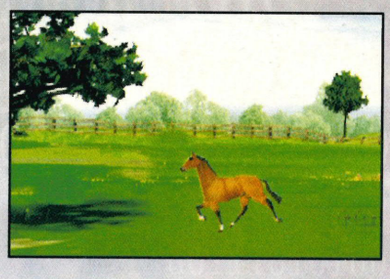


Games for girls?

Fighting games, racing games, shooting games; the PlayStation is drowning in 'em, so it's no wonder publishers are searching for something different. Within a stone's throw of the Millennium Dome is Midas Interactive, a company which believes they have found just that. Mary King's Riding Star is a cross between a Tamagotchi and a sports game involving you and Star, a chestnut horse.

Mary King is a member of the British Olympic Equestrian Team, and has lent her name to a product which demonstrates owning your own horse doesn't consist of simply going out and riding. There's an awful lot of work involved. You have to care for Star in the same way you would a real pony; feed and groom him, muck out his stable, exercise him, let him run loose in a field and then enter competitions.



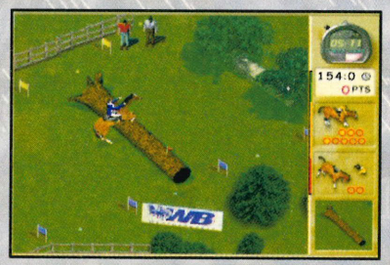


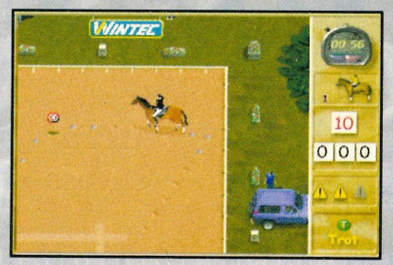
The game tracks four key aspects of Star's well-being: health, hunger, thirst and grooming. The basic idea is to look after your horse and successfully compete in three-day eventing competitions. To do this you have to find a balance between keeping Star in his stable (which may mean less grooming for you but won't give him a chance to relax), or in the paddock (more grooming but a healthier, happier horse).

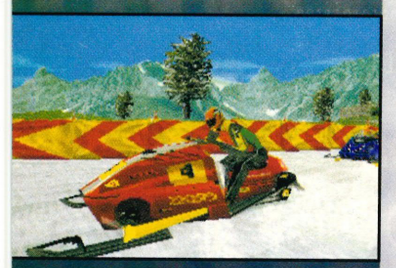
During the competition phase, you control Star by making him move and jump, but if your preparation hasn't been what it should, you might not win. Three-day eventing consists of dressage (in which appearance can gain or lose you points), cross-country racing and showjumping.

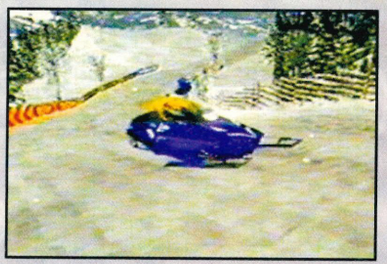
The developers have implemented all the rules of eventing with one exception: you can continue the competition even if you're disqualified in an individual event. A training area where you can practice controlling your horse supplements these 30 events.















Publisher TBA **Developer** Unique Development Studios **Released** TBA

Sno-X Racing

Could it be a Sled Storm-beater?

With a glut of snow-racing extreme games around, this yet-unsigned snowmobile sim from Swedish developer Unique Development Studios had better be special. According to Oskar Burman, the team leader, 'In our opinion most [snow-based games] are rubbish. I think you can offer a great racing experience; it all comes down to good gameplay, correct physics and the handling of the snowmobile'.

The team spent three days in the most northern part of Sweden testing snowmobiles. There they met professional racers and tried it themselves. Oskar added, 'I do not believe enough background information has been implemented in some of the snow games you may have seen, especially on the PSX. Arcade games tend to lack real substance, but we believe we are going to produce a snow racing game that has both realism and a good mix of fun and playability!'

Sno-X Racing has yet to be signed by a European publisher and the number of tracks and snowmobiles is undecided, but we'll bring you more news as it's made...





■ The Sno-X Racing team...



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Publisher Electronic Arts **Developer** MBL Research **Released** Early 2000

Supercross 2000

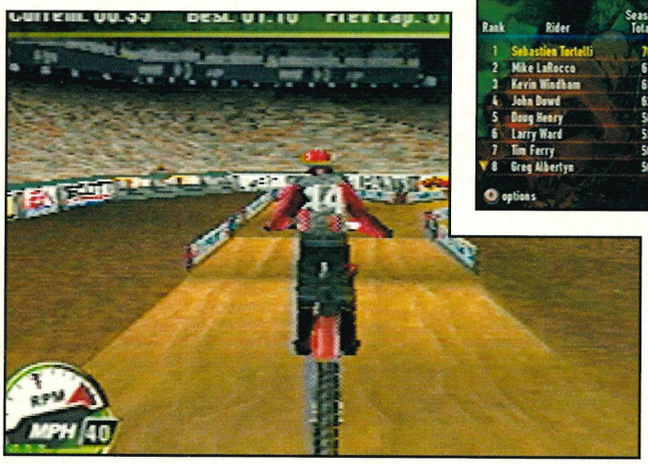
It's the battle of the bike sims as EA launch their competitor for Ricky Carmichael's...

played it extreme

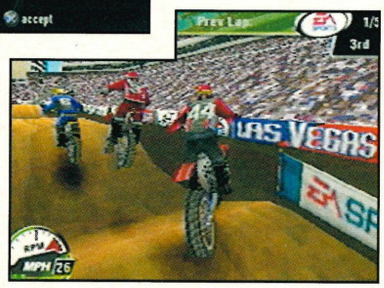


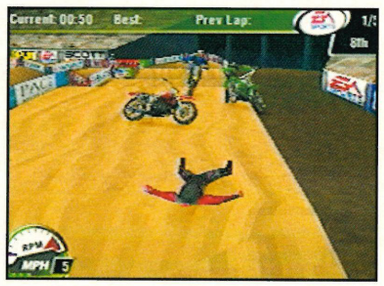
Strap yourself into your chair and prepare for some extreme motorcycle racing action featuring 25 great Supercross and Freestyle riders selected from the sport's history books. There's the option of full-season Supercross, head-to-head racing, practice, quick race or freestyle jump-off mode. This element has been designed in accordance with former freestyle riders Mike Metzger and Brian Deegan, to create the most realistic and appealing tracks. It gives players the opportunity to emulate their favourite riders by completing stunts such as tail-whips and heel-clickers.

The preview version of the game has highly realistic physics governing the bike's behaviour over jumps, but it so far remains unrealistic around corners. This is because the bike becomes stuck and fails to lean into bends properly. The game features commentary, and, interestingly enough, the track develops grooves and ruts over laps, continually affecting the performance of the riders. Look out for a full review when the game's finished.









Publisher Electronic Arts **Developer** Electronic Arts **Released** Early 2000

played it extreme

NBA Live 2000

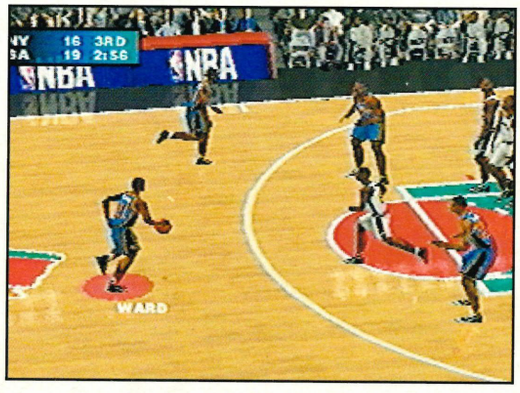
Slam-dunkin' onto the PlayStation comes yet another basketball game from EA Sports...

Can you handle the pressure of playing a full season for the Bulls in the NBA? Do you fancy a one-on-one with the legend himself, Michael Jordan? You're able to do both of these and more with EA's new sports simulation...

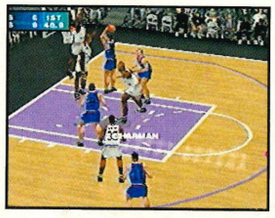
Graphically it's quite rough, but features some addictive gameplay. This could be one for true basketball fans to enthuse over. Hopefully the glitches found in the previous title, reviewed in Issue 13, will have been dealt with for the final version of this game.

Featuring all the famous teams and players, plus commentary throughout the matches, there's a genuine feeling of being involved in the NBA scene here. There's also the chance to play exhibition matches or play-offs, and there's in-game statistics and management options available. It certainly won't score points for originality, but could still improve on its predecessors. Look out for a review next month.











N.Gen

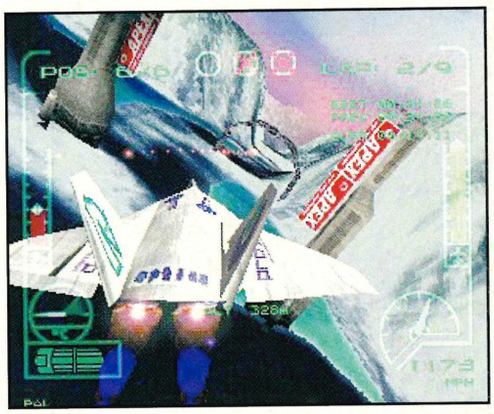
Take to the skies in a high-speed aerial race...

first sighting extreme

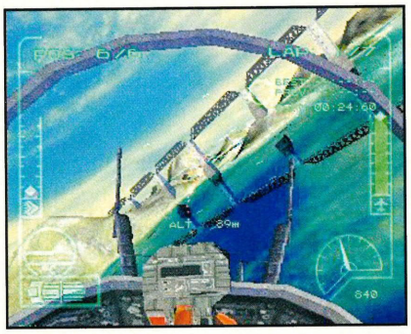
Previously known as Jet-X, N.Gen is described as 'Jet Turismo'. Yes, that's right - while flying your hi-tech F15 at break-neck speeds over 14 world-famous locations, you're not gunning for enemy aircraft or strafing hostile ground units. You're in a race.

Winning races entitles you to upgrade your plane and progress still further. There are 40 top aircraft to choose from, with offensive and defensive weapons to tip the balance in your favour. Ultra-realistic TV-style replays are included, as are two-player split-screen action, full Custom Jet Mode and a big-name soundtrack.

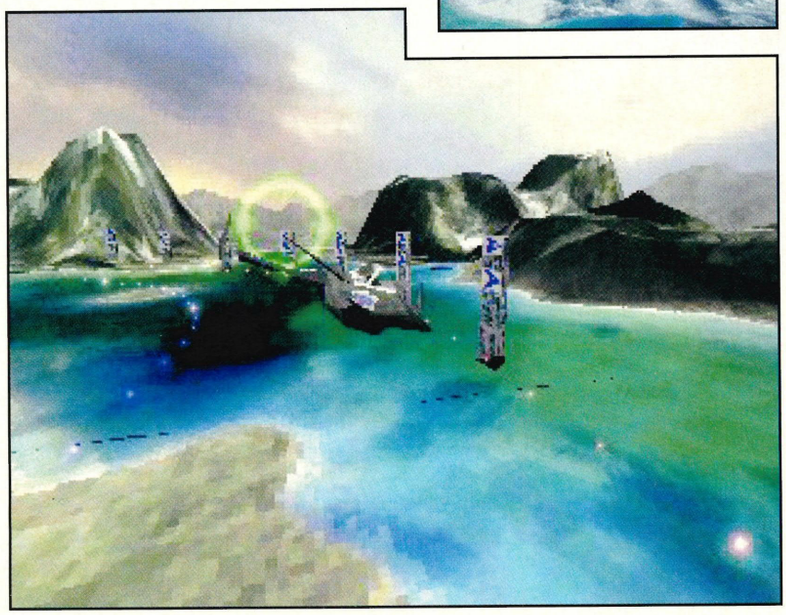
We've yet to see a playable version of the game, but if developers Curly Monsters (the people behind the original WipEout) can keep the level of detail on these screenshots without losing speed, N.Gen could be a welcome change from the usual four-wheeled racing.











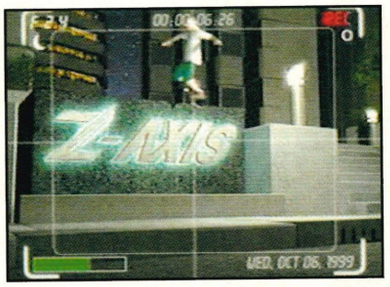
Thrasher: Skate and Destroy

update extreme

Rockstar's challenger to Tony Hawk's is almost ready!

● **Publisher** Rockstar Games ● **Developer** Z-Axis ● **Released** Late 1999

Already looking to be an improvement on the early preview version we saw last month, this effort from Rockstar could well prove quite impressive, providing certain changes are made.



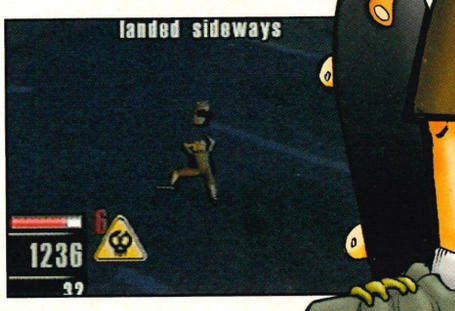
With a range of different illegal sites to skate through, policemen who want to catch you and the option of changing your skater's clothes, this game offers features not found in Tony Hawk's.

However, this one might not threaten Activision's excellent game due to unrealistic physics for the characters' jumps and falls. The graphics are also of a weaker quality, plus Rockstar need to make the control mechanism easier to use. One of Tony Hawk's strengths is the way you can get involved in the game really quickly, but in stark contrast, Thrasher: Skate and Destroy has twitchy movement and less inspiring levels. The final version needs to improve visually and have more realistic animation, but could appeal to those who found Activision's offering too easy.



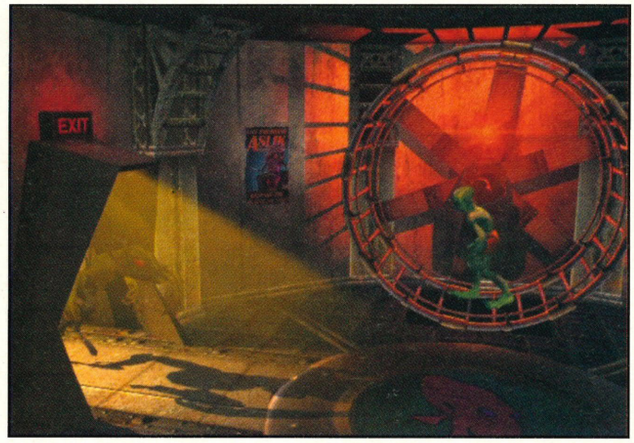




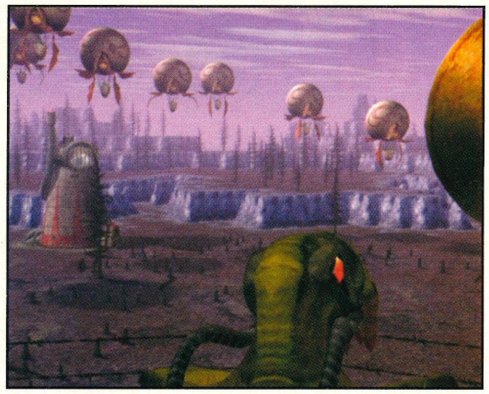


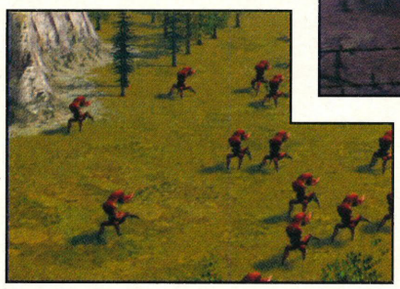


Publisher GT Interactive **Developer** Oddworld Inhabitants **Released** Sometime 2000











Oddworld: Munch's Oddysee

first sighting extreme

Those games with funny spelling and ugly aliens leap onto the PlayStation 2…



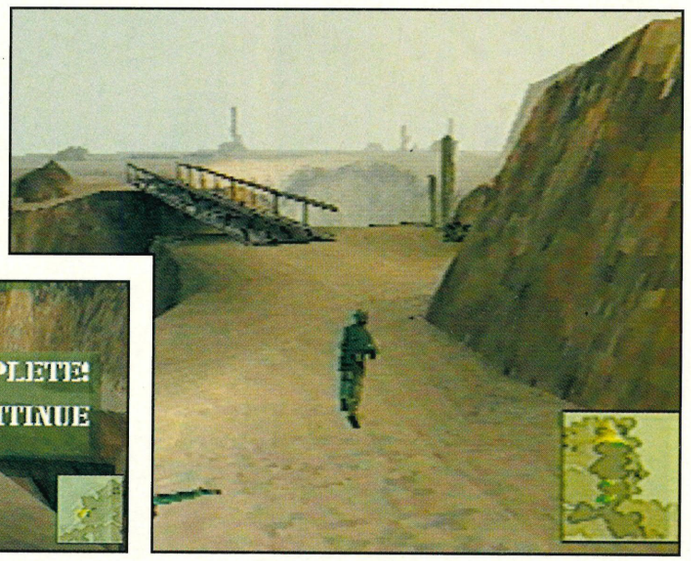
Fans of Abe will be pleased to hear the Oddworld series of games is going to make an appearance on the PS 2. Unlike the previous two games, Oddworld: Munch's Oddysee is going to be real-time 3D with an interactive environment for players to explore. The game is more focused on world simulation and the behaviour of characters this time around, to give a real impression of them being alive. An advanced version of the feature 'Gamespeak' enables you to walk around, talk and manipulate other characters rather than just ask them questions.

Enemies remain similar to those in the previous games, but they now revolve around life-cycle patterns that make them more realistic and animal-like. Some are aquatic while others travel in herds. The real baddies are the Vykker's scientists and doctors. Expect to see this game released simultaneously with the European launch of the console.

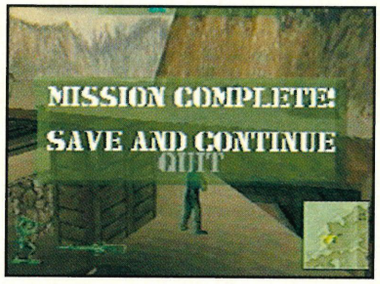
Publisher 3DO **Developer** 3DO **Released** December 1999

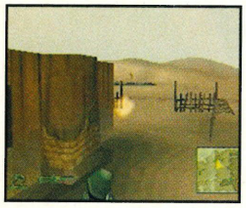
Army Men 3D

Guns and explosions - but nobody gets hurt!



played it extreme



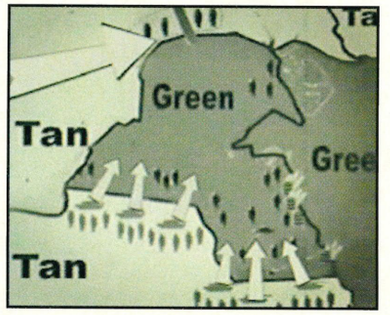




This is a wargame with a difference, as it features the very same plastic men you used to melt under a magnifying glass when you were a little scamp (and can again if you got last month's issue - two were given away free!). The only difference being these little fellas fire proper guns and throw grenades. As Sarge, the Green Army sergeant, you undertake various missions such as finding spies or reaching certain areas on the map.

You have the option of firing mortars at enemies, throwing grenades, firing bazookas and then incinerating the foe with your flamethrower. The objective is simple - just destroy the enemy, indicated by their tan skin and uniforms.

There's a variety of machines at your disposal, including tanks, jeeps, cargo trucks and half-tracks. There's also the option of switching between third- and first-person, making targeting enemy soldiers that much easier. Keep an eye out for this game, because it seems set to provide explosive gameplay!



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The Viper Pro Grip Controller includes powerful, twin rumble motors for a real 'kick' to your gameplay.

Dont take our word for it, check out these reviews and even better, try one for size at your local retailer.

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"..new style digital pad is second to none." "..pure quality.."
"..one of the best joypads around."
".. feels great and plays just as well."

Rating 9/10

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"...a serious gaming accessory"
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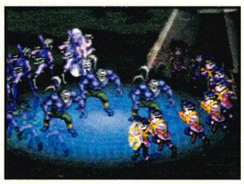
Publisher Konami **Developer** Konami Japan **Released** March 2000

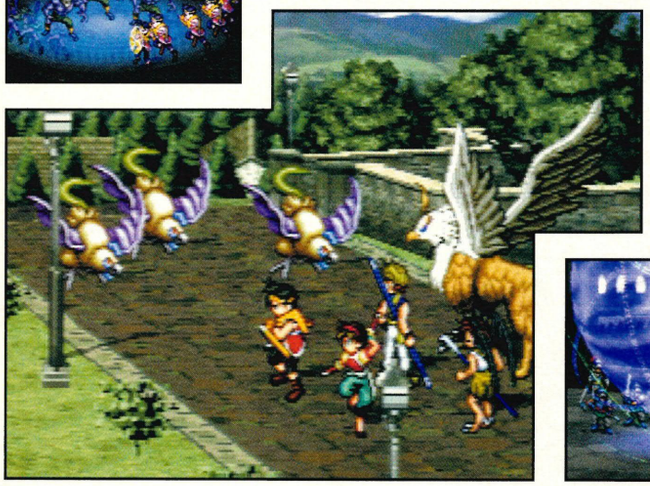
Suikoden II

Honour and betrayal are at stake as you're framed for an attack on your own buddies!

update extreme

The sequel to the highly-successful Suikoden, Konami's new adult RPG features a huge cast and an involving storyline. Although we haven't yet got hold of a playable version, the screenshots and info we've had so far indicate this could well improve on the original game.





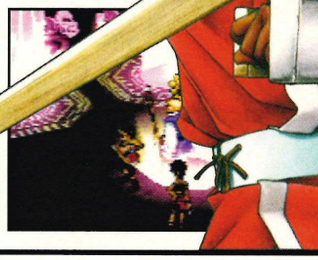
With an incredible cast of 108, as also featured in the first game, each character has personal spell and attack animation sequences. The game is played through a map, and you engage in tactical battles.

The plot behind Suikoden II involves two young men, who, after the end of a bitter war, become embroiled in a conspiracy. They're framed for the mass murder of their platoon and branded as traitors, a move orchestrated by their own commander to disrupt the peace process.

The new game allows you to save and use data from the previous one to help you in your quest. Watch out for a review in the near future.







Publisher Konami **Developer** Konami Japan **Released** Early 2000

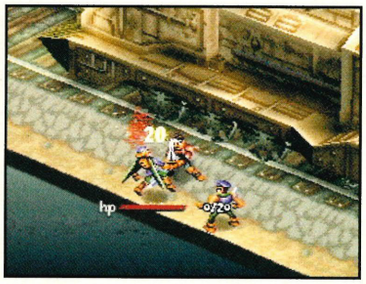
Vandal Hearts II

Watch out as Konami gets medieval on your ass!



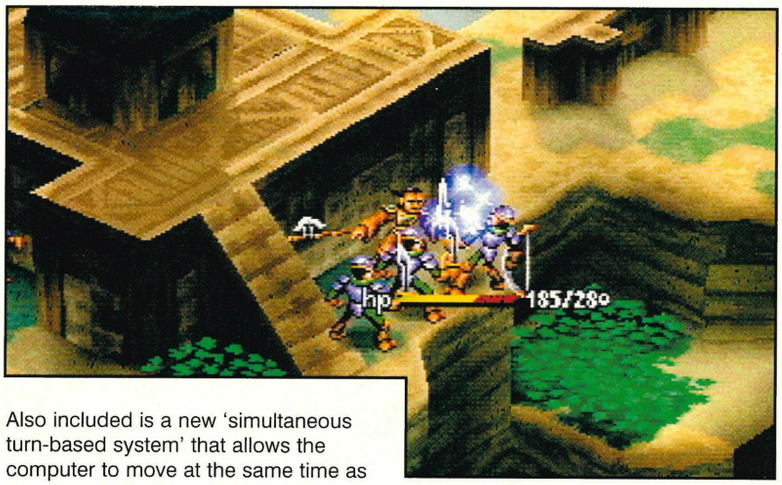
update extreme

Set in your average, run-of-the-mill medieval-knights-and-magic environment, this story offers a mixture of human drama and strategy to give a thoroughly engrossing RPG experience. Or so Konami says.



Like Suikoden II, there's currently no preview game available, but judging by the info we've received, this looks like a step forward.

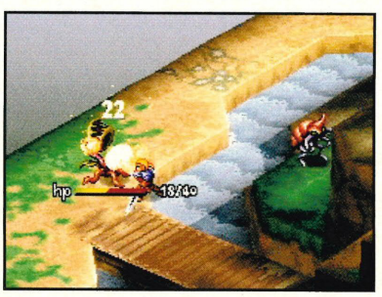
Packed full of features, this game has characters determined by their warrior class, based on weapons, armour and other items.



Also included is a new 'simultaneous turn-based system' that allows the computer to move at the same time as the player. This makes the game more strategy-orientated, as you're forced to anticipate the moves of the CPU. Vandal Hearts II has over 120 weapons and armour items, secret moves, animated sequences for attack moves and what promises to be a decent story. We'll keep you informed...







Publisher JVC **Developer** Taito **Released** Early 2000

Psychic Force 2

played it extreme

Blast your enemies away in the sky with this Japanese-style beat-'em-up...





Playing the part of a 'psychiccer' - someone with outstanding paranormal abilities - this beat-'em-up from Taito has a large selection of game modes. However, in the import version, each game mode is incredibly brief and lacking in depth. Defeating each opponent is also very easy. In fact, as an experiment, I actually made it to the final stages of Story Mode and Arcade Mode without looking at the screen. There are plenty of secret moves and hidden depths promised for the game, but with it being so simple to complete, the importance of these is reduced significantly.

Psychic Force 2 doesn't appear to be as innovative and ground-breaking as expected, as it's basically just a normal beat-'em-up set in the air. The graphics are really quite rough and some finishing touches are needed to the characters to give them a more refined appearance.

However, JVC are renowned for tweaking, improving and generally polishing Japanese games they've licensed for a UK release. With any luck, Psychic Force 2 will be no exception.







cheat *v.t/i.* act dishonestly or un-fairly to win profit or advantage; trick, deprive by deceit. –n. per-son who cheats; deception; **to cheat** *v.i.*

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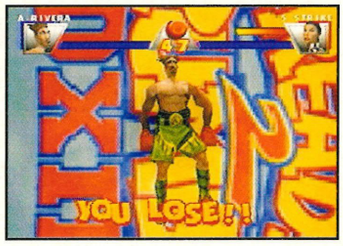
Publisher Midway **Developer** Midway **Released** TBA





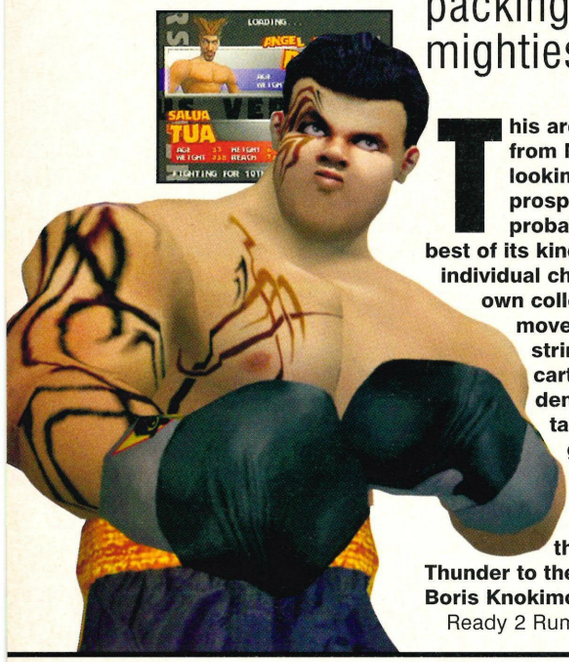
Ready 2 Rumble Boxing

played it extreme



Get ready for the boxing game packing the mightiest punch...





This arcade boxing game from Midway is already looking an excellent prospect, and will probably end up as the best of its kind yet. Featuring individual characters with their own collection of special moves, and some with string combos, this cartoon-style boxing sim demands skill and tactical awareness to get anywhere. There's a host of boxers to choose from, ranging from the funky Afro Thunder to the fearsome Boris Knokimov.

Ready 2 Rumble features two main game modes - Arcade and Championship. Arcade allows you to attempt to progress through fights as you would levels in any other game, while Championship Mode has options of training and staging prize fights for cash. Most entertaining is the two-player game, giving you the opportunity to let rip into your mates without the need for frozen peas.

With impressive graphics and animation, plus an intriguing Championship Mode, surely even the most ardent of sceptics will enjoy this.

Publisher Electronic Arts **Developer** Universal **Released** Late 1999

Xena: Warrior Princess

Xena finally becomes exposed on the PlayStation

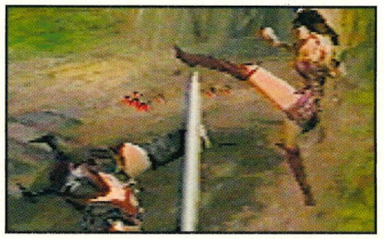
played it extreme

Universal has apparently discovered the secret of success in games: cleavage and weapons (but not at the same time). And who are we to argue? After all, it works pretty darn well for Eidos. A combination of magic, sword-fighting and one mighty fine-looking lady could just be what the doctor ordered. With some excellent fighting moves and a special Chackram weapon thrown like a lethal boomerang, Xena: Warrior Princess is just dripping with playability.









Our only concern so far is the length of the game, as each level is quite short. The content of each level is diverse, with monsters requiring special attack moves and hostages that need to be carefully rescued. This game has been delayed from its original release date of 15th September, but hopefully it'll be ready for review next month.

Xena doesn't quite match the graphics of her gun-wielding rival, but there's no denying this game is blooming marvellous fun to play.



A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
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Publisher Infogrames **Developer** Accolade **Released** Early 2000

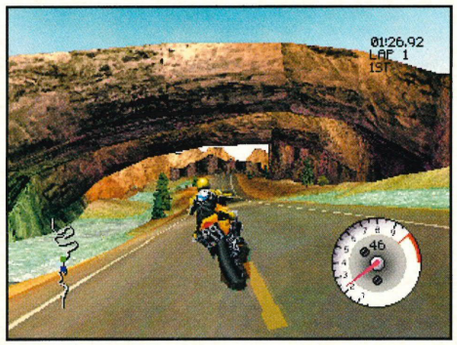
Test Drive Cycles

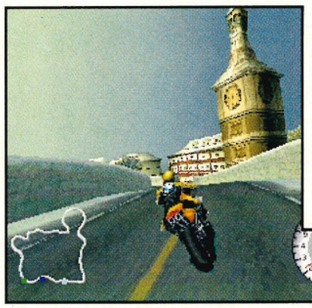
The ultimate ride on two wheels?

update extreme

Since we covered this one back in Issue 21, the number of tracks has been cut - there are now 12 courses, based all over the world. Look out for Washington DC, Bali, Utah, Amsterdam and Mount Rushmore among others. These are road circuits, so watch out for hazards such as traffic jams and oil slicks. There are still 30 licensed cycles to ride, including a Harley Davidson.

Test Drive Cycles boasts Quick Race, Championship or Two-Player modes, with five computer-controlled opponents in each race.





You can win new bikes and upgrades if successful, so look out for those shortcuts, some of which are found behind breakable scenery.

Accolade promise superb handling on this one. We've yet to see a playable version so we can't comment, but here's a hatful of new shots...





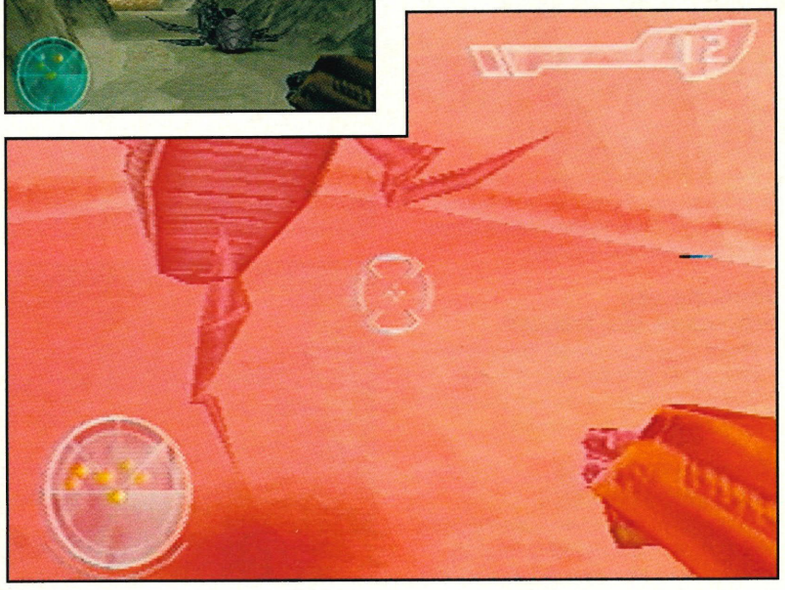
Publisher Acclaim Entertainment **Developer** Acclaim Studios **Released** Early 2000

Armorines

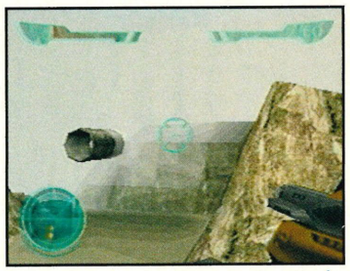
Prepare for the bug-hunt of your life...



Another day, another first-person perspective shooter. This one could turn out really cool - it's got atmosphere coming out of its insectoid ears, but it still needs a little polish.

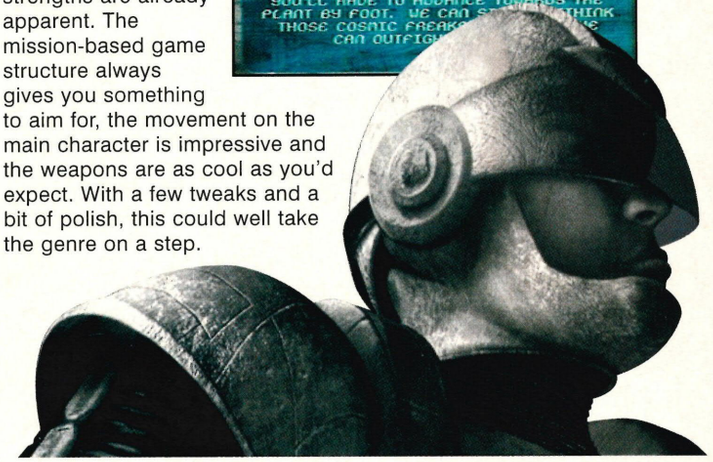


The level of graphical detail and distance draw-in is currently unacceptable (after all, Quake II changed the rules), but this will almost certainly change before the final version is released. The learning curve needs to be gentler too - at the moment, you've hardly started before the alien bugs and creepy-crawlies have eaten through your armour and turned you into insect food.





The game's main strengths are already apparent. The mission-based game structure always gives you something to aim for, the movement on the main character is impressive and the weapons are as cool as you'd expect. With a few tweaks and a bit of polish, this could well take the genre on a step.





Publisher Infogrames **Developer** Digital Illusions **Released** Early 2000

Rally Masters

update extreme

Digital Illusions has been working on Rally Masters since June 1998. So how's it shaping up? Let's ask Fredrik Liliegren, Executive Producer...









What does Rally Masters add to existing rally games?

It's designed as a complete rally experience. There are many ways to play the game, all split into different championships. We've put the focus on the drivers instead of the cars, something overlooked in other rally games.

Anything totally new?

A feature not seen in other rally games is the Championship Editor, where you can make your own championships. Also the focus is on driver skill and not on picking the right car.

How did you build up the 3D Engine?

After we completed our last project, MotorHead, we took the 3D engine and looked at what was good and bad, then rewrote it from top to bottom to suit the rally game.

What is the best bit?

It's very hard to pick out one specific piece, but the best track for me is the USA Super Special Stage. It's very tight and fun to race in any car. And being able to beat Colin McRae, Carlos Saintz and Didier Auriol is satisfying!

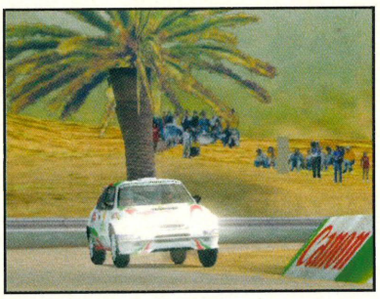


How did you reproduce the tracks?

There's only one 'real-life' track in the game, so for that we went to Gran Canaria to videotape and photograph it. All the others are our creations.

To what extent is the game realistic?

The car physics are very realistic. Also, the AI drivers are based on real-life drivers. We had a Swedish race driver in our office to test the cars' feel. He said it was spot-on, but it's been made a little easier since then without sacrificing realism.







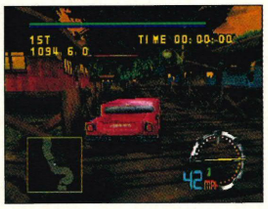


Publisher Infogrames **Developer** Accolade **Released** Early 2000

update extreme

Test Drive Off-Road 3

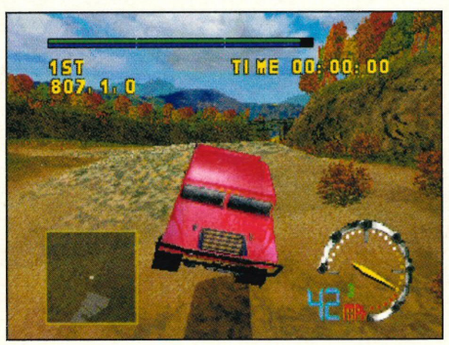
Time to get your tyres muddy once more...

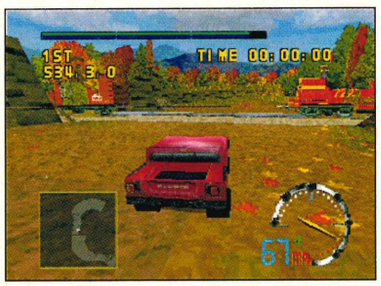


As stated back in Issue 20, there are over 30 licensed vehicles in this one, and 15 real-world tracks. You can modify your car, adjusting its suspension, transmission, tyres and more. Special upgrades enhance performance too. Each car drives differently depending on the track, so strategy is as important as road-holding.

The rather messy races see you storming over mud, snow, sand, water and just about every other imaginable off-road surface. You won't get far without blasting through roadblocks, cacti, bushes and other obstacles, as you look for the elusive short-cuts.







We've little more to add at this stage as there's still no playable version available, but here are some cool new screens...



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95%

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GRAND THEFT AUTO 2

Publisher Rockstar | **Developer** DMA Design | **Genre** Driving/Action
Released Out Now | **Version** PAL | **Price** £39.99 | **Players** 1

Courting controversy at every corner, Grand Theft Auto finally gets the sequel treatment. Is it worth a spin, or just there to antagonise the tabloids? Simon thinks it's a bit of both...



Tutorial Mode



To ease your transition into the immense cityscapes of Grand Theft Auto - and you really are getting a collection of decaying urban conurbations here - the game gives you an optional tutorial. And if you can get past the fact that some of the text is tricky to read, it's a straightforward way into the game.





Even before you pick up Grand Theft Auto 2, there are certain things of which you can be sure. The Daily Mail, for instance, will mention it in their latest crusade against all these nasty horrible videogames corrupting our minds. Some MP, with his eye firmly on his opinion poll rating, will promise to ban disgraceful pieces of software like this. And finally - the one we really care about - it'll be a blast to play.

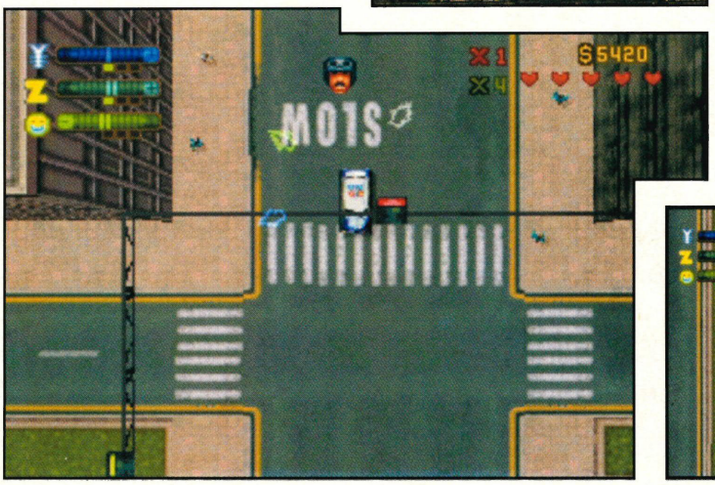
Losing Hours

Firstly, the same style of gameplay is still prevalent, though nothing's appeared over the past few years that captures the same look and feel. You can lose hours just by running round the city before playing the game proper, viewed, as usual, from an overhead perspective. Just have fun stealing cars and evading the local law enforcement officers. Or you can drive on the pavement and see how much damage you can do. Your call, really.

Yet this time around, whilst essentially the mechanics of the game are the same, an extra strategy element has been brought in. In previous incarnations, you simply nip off to the various phones dotted around to pick up jobs, which you then carry out to proceed to the next level. But now, before you head towards the phones, you've a decision to make - who do you want to speak to? Gone are the days of one firm having a monopoly on crime - these days there are three opposing factions in each city. Do a job for one that steps on the toes of another, and you'd better watch your back when driving through certain

An accomplished, hugely-enjoyable cross between action and strategy

The third release in the Grand Theft Auto line (following the original and the 1969-London add-on disc), GTA 2 is a far more accomplished title than its predecessors, offering more than the usual simplistic - albeit highly enjoyable - thrill ride. How? Hold on a sec, I was just getting to that...



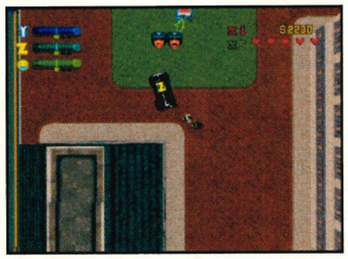
■ The police have the best cars in the game, so for ultimate performance, nick one!



■ Running over innocent bystanders is likely to annoy the law.







■ See that phone at the top of the screen? You need those to find your next lucrative assignment.

You can lose hours just by running round the city before playing the game proper

parts of the city. Or maybe you simply want to wipe out various gang members in order to gain enough respect from another mob and get a better, higher-paying job. Whatever, the ongoing battle to win respect from your chosen peers is a very welcome addition.

It's not just the crime syndicates that have taken a step up either - law enforcement has evolved too. Minor offences still attract the attentions of a copper or two, as you'd expect. However, as things get more serious, expect to see roadblocks, SWAT teams and eventually martial law. It certainly ups the variety of the challenge, and offers an added element to the simplistic game of cops and robbers the first game often evolved into.

Same Old Story?

And yet despite these additions, the basics of the game are pretty-much the same. You run around stealing one of the 30-plus different styles of vehicle (although this time around there are some computer-controlled carjackers who may well nick your motor, as well as the odd assassin after your blood), mow people down, complete missions and listen to cool music as you go along. In principle that's no bad thing, but it's difficult to avoid the conclusion that this feels too close to its predecessors. Sure, some full-motion video and more up-to-date tunes offer hints of a PlayStation game on the eve of the Millennium, but the basic gameplay is the same.

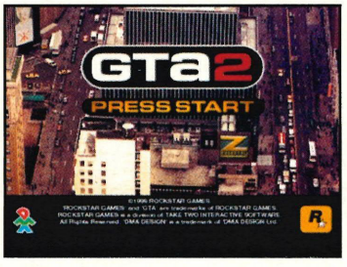
But then personally, I've always been a great fan of the Grand Theft Auto games, and this one is no exception. However, since GTA first appeared, the market for amoral driving fests has introduced a very considerable new leader in the form of Driver. If it's a straight showdown between the two, Driver wins, so now the developers of the GTA series are facing a sweet and simple truth. If you want us to buy a GTA 3 (and there's the inevitable 3D version on the way), you're going to have to up the stakes far more than you've done here. So enjoy GTA 2 for what it is - an accomplished, hugely-enjoyable cross between action and strategy that neither pushes the PlayStation nor pushes Driver out of the way. Just don't try and reproduce any of the game's delights at home, kids.

Simon Brew









The Gangs

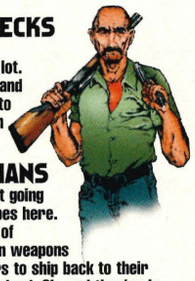
With seven different street gangs spread across the various levels of GTA 2, you're going to have to know who you're dealing with. Here's the line-up...

THE YAKUZA

The vainest of them all. What are they after? Everything and anything new, be it cars, weapons or your brand-new Simpsons video.

THE REDNECKS

Uh-oh. Religious nationalists, this lot. They hate us all, and have a tendency to blow things up on a regular basis.



THE RUSSIANS

Cripes, we're not going for the stereotypes here. This lot are fond of stealing American weapons and cars to ship back to their motherland. Oh, and they're in charge of contract killing.



THE HARE KRISHNAS

Technology? It's a bad thing. Thus they steal weapons and cars and have them destroyed. Got it?

THE SRS

Russians? Religious nuts? What are we missing? Ah - batty scientists! Never mind GM foods, the SRS trash you if you get in the way of their plans for advancing the world.



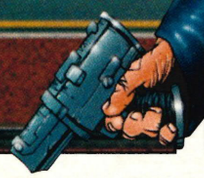
THE LOONIES

Just plain nutters, really. They're unorganised, reject authority and basically enjoy pissing around.

THE ZAIBATSU

Now this lot ARE scary. A shadowy and mysterious giant company with rumours of great political power. Thought to be pulling the strings behind the scenes.





extreme

UPPERS	DOWNERS
Gang aspect great	Same game at heart
Music's a hoot	Graphics weak
Easy to pick up	More mileage in Driver

85%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

NBA BASKETBALL 2000



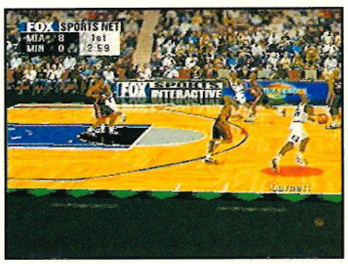
Has Activision come up with the greatest basketball title of the millennium? Claire has been on court to find out...

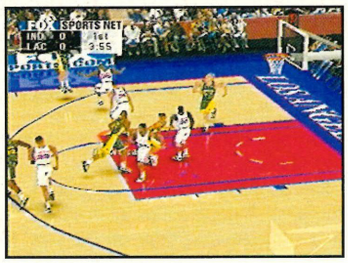
Publisher Activision | **Developer** Fox Sports | **Genre** Sports Sim
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-8

What was that you said? Another basketball game? Surely there's enough of those around already? What could Activision possibly do to improve the state of play? Well, put it this way; they haven't done a bad job. They've taken the game and added a millennium's-worth of options.

NBA Basketball 2000 is definitely aimed at the cream of American basketball fans. Everything about the game is official; there are 29 teams to choose from, and three types of game to play: Practice, Season or Playoffs.

If, like me, you don't like playing by the rules, choose Arcade rather than Simulation from among the many options; then you can take the ball out of court as much as you please.



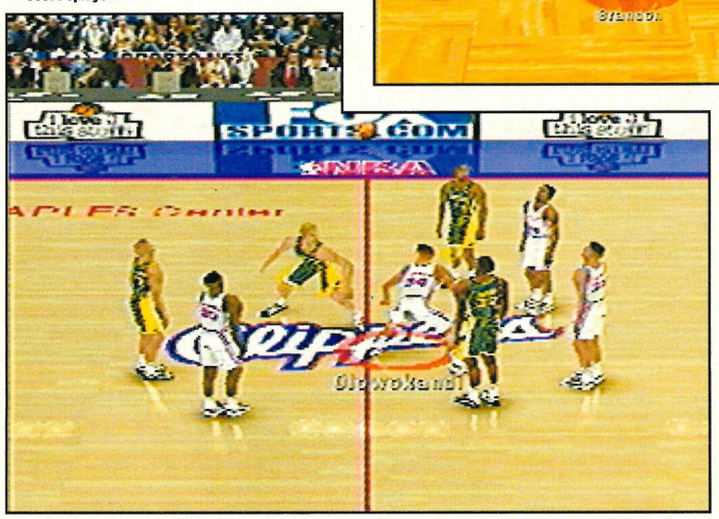


The two most innovative features in this game are the replays and commentary



■ Watch the action 'up close and personal' in the cool replays...

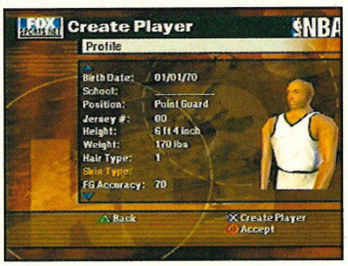




What you can also alter in the options is the length of the quarters, as well as the difficulty level, whether or not you want the players to sustain injuries during play and even whether you want them to become fatigued; truly realistic.

Create-a-Player

But this just wouldn't be up to scratch if it didn't have the Create-a-Player option. I'm sure it's possible to spend hours tweaking your own personalised player. You can choose his name, age, what school he went to, the position he plays, how much he weighs, the colour of his hair and even his skin colour. But, probably most importantly, you can choose his skill strengths. These include ball handling, rebounding, dunking, passing and also how fast he is on his feet. It seems they've thought of everything.

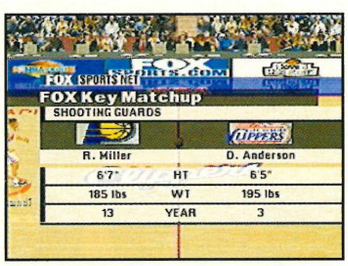


■ Make your team members look completely gormless with the Create-a-Player option.

The two most innovative features in this game are the replays and commentary. When a player scores with finesse, he earns himself a slow-motion moment of recaptured fame which, it must be said, looks graphically stunning. In many games the commentary soon becomes dull and irritating; not here, though. It's about as realistic as it gets; one minute the two Americans joke at the players' expense, the next the tone becomes serious as an All-Star makes a break for it.

The only problem I could find was keeping track of your player and keeping up with the game's speed, but that was only to begin with; practice definitely makes perfect. Activision has boasted about this game's pick-up-and-play qualities, and I can see why. NBA Basketball 2000 isn't just for the hardcore basketball fanatic, because even I can become an expert!

Claire Webster



■ You can even compare the teams' star players...

extreme

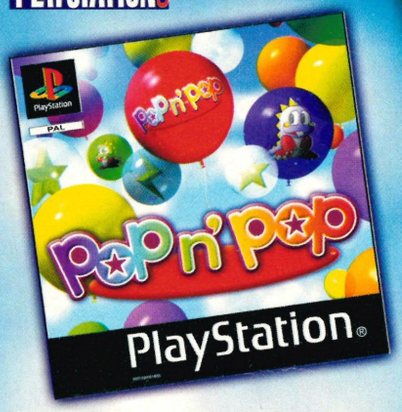
UPPERS	DOWNERS
Cool graphics	Keeping up
Simple controls	Complicated for beginners
Delicious action replays	Can get boring

83%

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Memory Card | Analogue Pad | Dual Shock

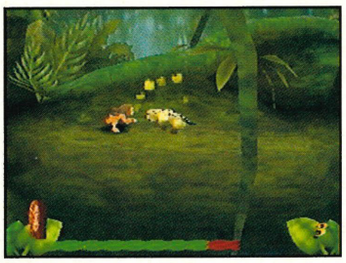


■ Gorgeous cinematic clips introduce Disney's epic...

TARZAN

Publisher Sony CEE | Developer Eurocom | Genre Platform Adventure
Released Out Now | Version PAL | Price £34.99 | Players 1

Swing through the trees, mingle with the elephants and put on a fresh brown suede loin cloth; Sony's new Disney game Tarzan meets our own resident Jane (or maybe Cheetah), Claire Webster...



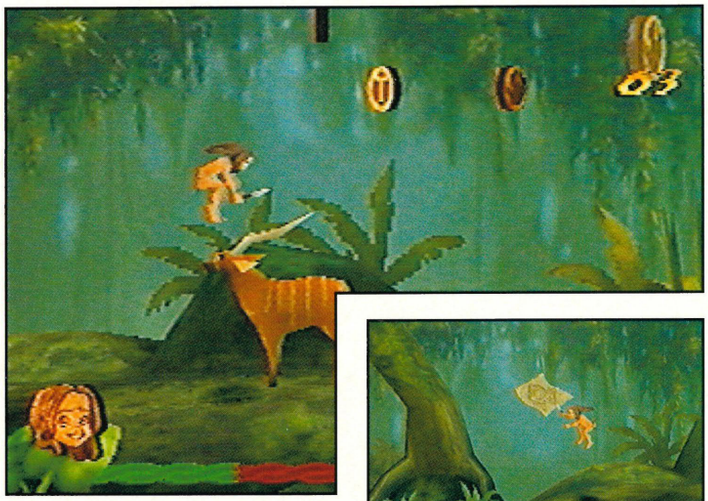
The film had some pretty spot-on reviews, but let's face it; no recent Walt Disney film has ever got close to The Lion King. All you young 'uns who've seen the film will no doubt make a bee-line for this game; it can do no wrong, and I can see why.

It won me over as soon as I saw the film clips. If I don't buy this game, Disney will sure as hell get some money out of me anyway after I've taken a trip to my local UCI. I'm a sucker for these films, and I'm a sucker for cutesy platform games too.

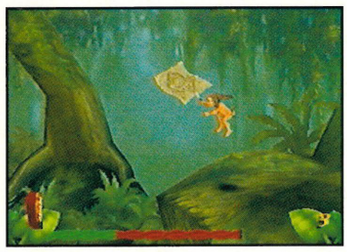
Tarzan is a 2D side-scrolling platformer that doesn't offer anything new in terms of gameplay, but instead draws on all those old-school elements we got used to in the past.

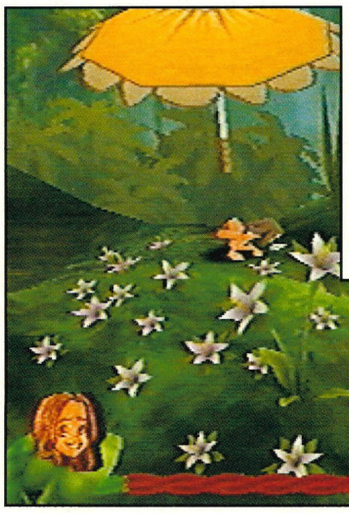
To begin with, you play the young boy Tarzan, and if his character in the game is anything to go by, he's a real cheeky monkey in the film! Tarzan can run, jump, poke a knife, swing and (most importantly) throw fruit at misbehaving gibbons and gorillas. You find yourself going right back to Tarzan's roots and flinging yourself through masses of treetops littered with delicious bananas that replenish your health, and the letters T, A, R, Z, A and N which, if you collect them all, give you a bonus film clip to watch when you complete a level.

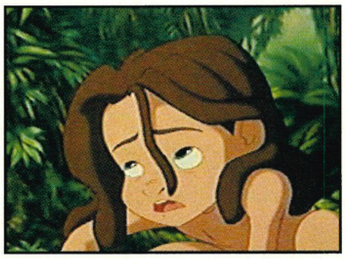
Tarzan's perfect for the kids...



■ Tarzan could jeopardise future pleasures if he lands off-target...









Easy-peasy

This game really isn't that difficult to complete. If, like me, you just want to hurry through the 13 levels so you can see the film clip at the beginning of each, all you have to do is jump over the various obstacles and try not to fall off the precarious vines.

However, there are a lot of obstacles, including birds that fly into you, tree frogs that jump on you and herds of elephants that try to trample you into the ground (and I thought Tarzan was supposed to be at one with the animals).

You can complete a level without too many hassles, but to complete the game 100 per cent, you have to collect every item you come across - forget that, I want to see the cartoons!

Tarzan's perfect for the kids and it does provide a certain amount of entertainment for the adults among us. If you loved the film, bought the T-shirt and own the cuddly toys, you're bound to want this game in your collection!

Claire Webster

extreme

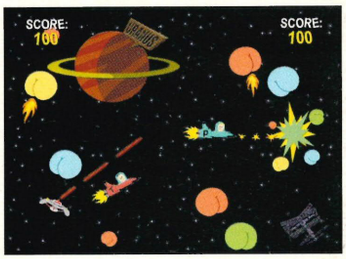
UPPERS	DOWNERS
Phil Collins soundtrack	A bit too easy
Loads of film clips	Samey
Fun to play	...erm

86%

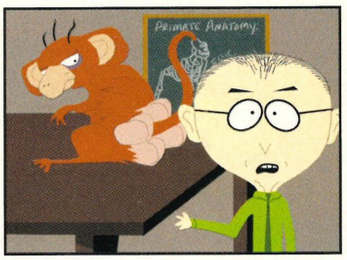
Publisher Acclaim | **Developer** Acclaim | **Genre** Quiz game
Released Winter 1999 | **Version** PAL | **Price** £29.99 | **Players** 1-4

CHEF'S LUV SHACK

It's simultaneous luvin' baby, says Claire...



■ Hmm, top graphics...



■ Words fail us, they really do...

You've just gotta' love it, God-damn it! There's nothing like South Park fever, and even though it's not on television at the moment, shop shelves are stocked full of merchandise.

What better Christmas present for the most obsessive of South Park fans than a videogame like Chef's Luv Shack? Put it this way - if you're a hardcore Kenny, Eric, Stan and Kyle fan, you'll like this game. But if you're looking for a long-lasting giver of entertainment, you're wasting your money.

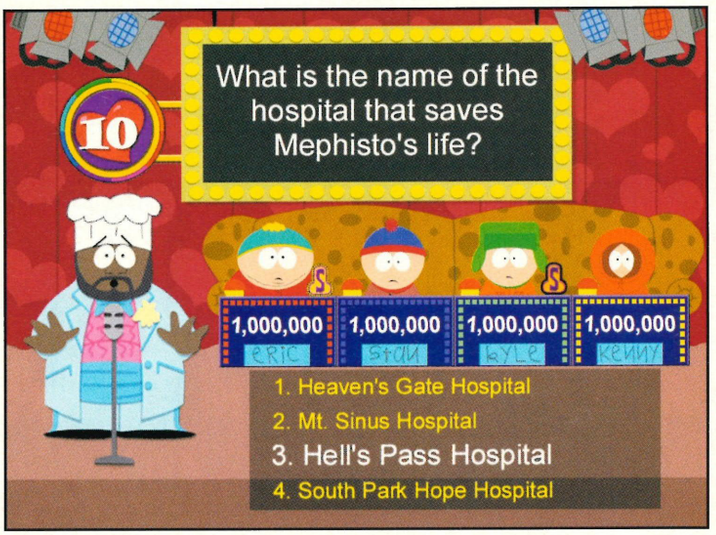
Mini-Game Madness

You do have a chance of redeeming yourself during the mini-games, though. They're all based on the series; you may have to take part in a pie-eating contest or try to spot and shoot the Chicken Lover. They're all truly absurd, but hey, this is true South Park, right?

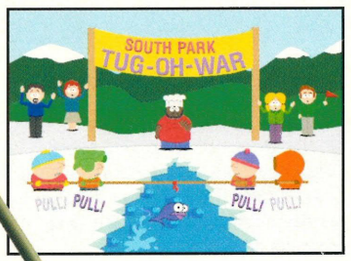
So why don't I like it? Simple, really; it gets a little tedious after a while (after about half an hour, to be exact). Acclaim could've added so much more; like a league option, for instance, where you can play as teams or separately and go through qualifiers and finals to win spankin' prizes. That's just one suggestion; there's not enough space on this page to list them all. It's lacking in excitement, to put it mildly. You could probably get more laughs watching just one episode from the series itself.

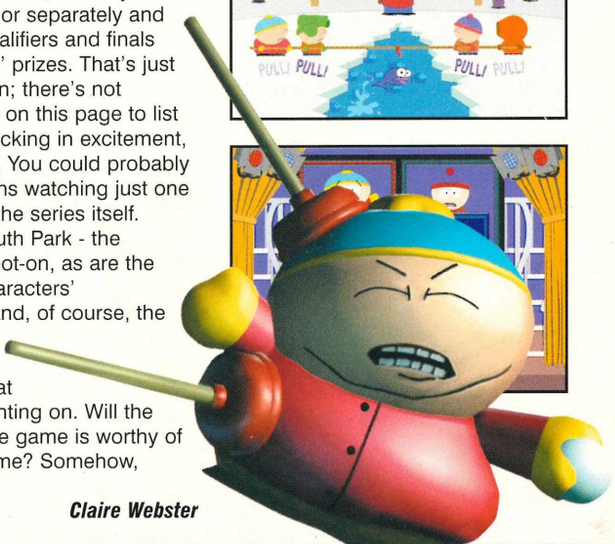
It's pure South Park - the animation's spot-on, as are the voices, the characters' personalities and, of course, the music. And that, I'm afraid, is all that Acclaim's counting on. Will the fans decide the game is worthy of its popular name? Somehow, I doubt it.

Claire Webster



■ And your starter for ten...



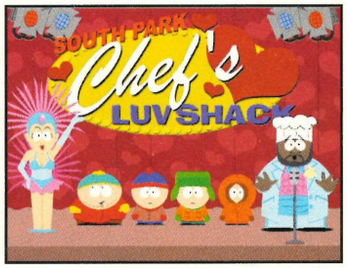


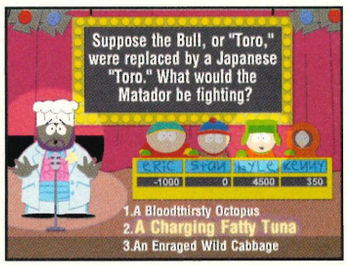
You could probably get more laughs watching just one episode from the series itself

There's no bigger South Park fan than me. Hell, out of sheer loyalty I almost couldn't bring myself to dislike this game. But I have to be truthful and admit it's not exactly brimming with playability.

Up to four of you can play Chef's quiz show. First you must choose the number of rounds you want to play. Then the characters take it in turns to choose a question category. It's then a fast and furious pressing of the buzzers to see who's lucky enough to fluke getting the answer right. The questions are either ridiculously hard or America-related, so unless you're some kind of genius, you haven't got a hope.







extreme	UPPERS	DOWNERS	
	I love Cartman! Funny It's South Park	Not much to do Questions are too hard A bit disappointing	60%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

Publisher Sony CEE | **Developer** Naughty Dog | **Genre** Driving game
Released 1st December 1999 | **Version** PAL | **Price** £29.99 | **Players** 1-4

CRASH TEAM RACING

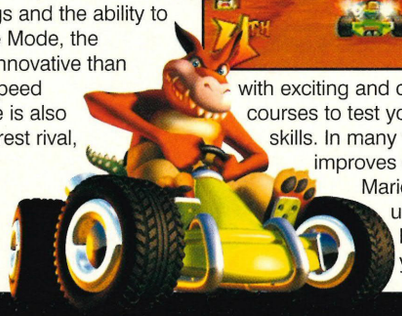
Has the PlayStation finally got an answer to Mario Kart? Dave checks under the hood to find out more...

extreme award



It's unlikely to score many points for originality; Crash Team Racing is clearly 'influenced' by Mario Kart. However, this doesn't matter, as Crash and friends have really produced the goods with this cartoon racer.

With plenty of tracks and characters to choose from, up to four players available and Arcade, Practice, Adventure and Time Trial Modes, there's enough here to keep you involved when playing alone or with friends. Crash Team Racing successfully combines recognisable elements from the Crash Bandicoot games and brings them into a new genre. With unique power-ups such as Aku Aku protection, obstacles such as rolling logs and the ability to learn in Adventure Mode, the game's far more innovative than the highly-rated Speed Freaks. This game is also faster than its nearest rival, with exciting and challenging courses to test your driving skills. In many ways, CTR improves on the N64's Mario Kart, as unlike Mario Kart (in which you just jump







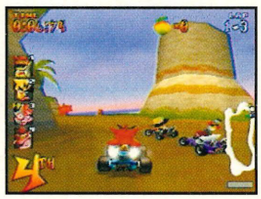
Thought has clearly gone into the design of this game

Driving School

The most innovative aspect of CTR is the Adventure Mode, which not only requires you to win each race to open doors to other tracks, but also improves your overall racing ability in the normal game. You start in a 'roam anywhere' environment, with teleports and doors leading you to tracks. After completing each race, you're congratulated by Aku Aku, who also offers you advice on your driving technique. This can range from picking up fruit, to maximise the effect of your power-ups, to jumping up and down to remove TNT from your head. These handy hints make you a better player and can help you complete the Crash Cup or get one over on your friends in multiplayer mode.



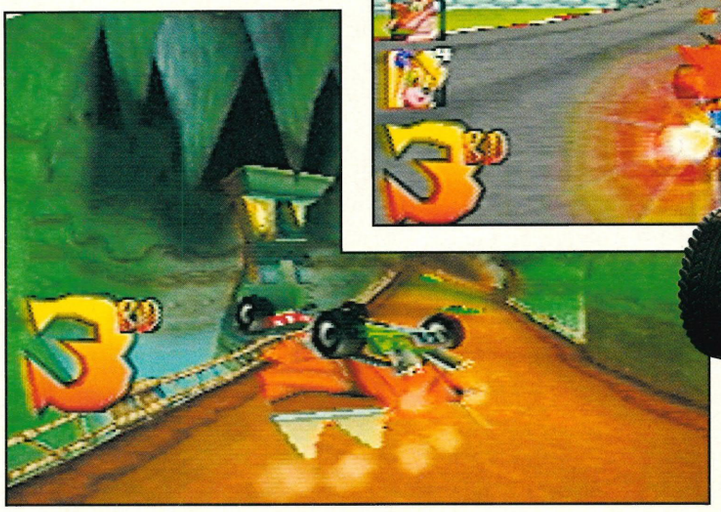








■ Okay, which bastard put the pool of lava here?









around corners to take the lead), you need to strategically apply the brake to take the racing line. This is also a rare breed in the sense that taking the racing line really does make a big difference, and it's more this factor than the use of power-ups that determines your success.

Right on Track...

The tracks in Crash Team Racing are varied and imaginative in design, successfully combining detail with the cartoon-style environment. Graphics are sharp and colourful, with no visible pop-up and virtually no clipping. Tracks range from Aztec ruins to nuclear bases, while all the original characters from the three platform adventures are included. The excellent visuals are complemented by great sound, with comical effects and aboriginal-style bongo tunes.

Compare this to Speed Freaks and you see the graphics are crisper and the levels more imaginative. Thought has clearly gone into the design of this game, as the brains behind it clearly recognised the importance of giving the player plenty to think about. Levels contain lots of moving obstacles, ranging from frequently-intervening coal wagons to lava eruptions. Add to this swamps in the middle of tracks, springboards to send your car flying and lock-on missiles. There's also a new tactical element, requiring the player to take into consideration factors such as fruit that can be picked up to increase the potency of power-ups and TNT you must shake off your head before it explodes. Knowledge of these features is gained from Aku Aku in the Story Mode, as he educates you throughout your journey. Many of the race tracks divide to give a choice of routes to the finishing line, enabling you to complete the race in a slightly different way each time.

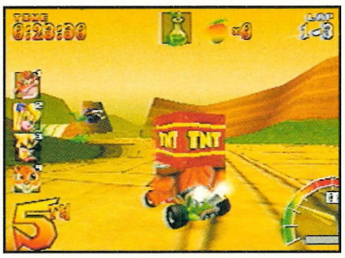
Perhaps the two main criticisms of CTR are some over-easy courses that rip off Mario Kart, and a few uninspiring power-ups. However, the power-ups can be just as versatile as those in Mario Kart, enabling you to throw objects behind or in front of you. You can also determine the type of power-up you receive, by pressing Circle at the appropriate moment. There's none of that 'red shells' nonsense for losers in last place, as those lagging behind are forced to drive well and battle their way to the front.

Rodent Racing

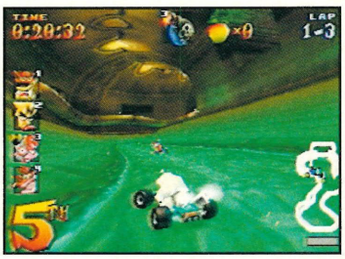
Crash Team Racing is more challenging than Mario Kart and has more on offer than Speed Freaks. It has a variety of game modes, dozens of courses, an entertaining four-player game and some interesting angles to give it a more strategic approach than existing cartoon racers. Despite having detailed and action-packed tracks, it still manages to maintain a healthy pace throughout. It's a cut above the likes of Speed Freaks, lifting the genre of kiddie racers to the next level. It's games like this that make you realise just how alive the PlayStation is.

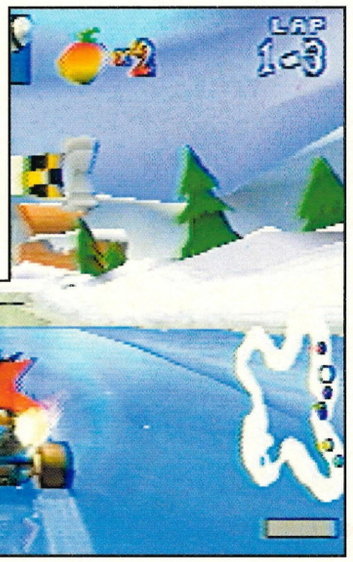
David Foggon

It's games like this that make you realise just how alive the PlayStation is



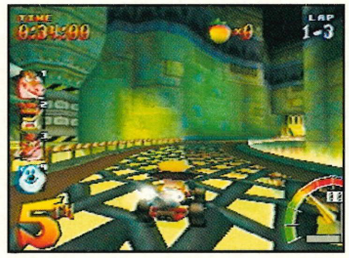
■ Jump to remove the TNT before it blows.







■ Listen to Aku Aku for some handy advice.



■ Tip: don't drive into the holes in the floor.

extreme

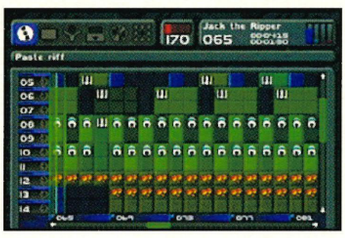
UPPERS	DOWNERS	
Fantastic track design Adventure mode Tactical elements	A little derivative Some tracks too easy That's basically it	93%

Memory Card | Mouse | Multi Tap

Publisher Codemasters | **Developer** Jester | **Genre** Music Creation
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-4

MUSIC 2000

Matt digs out his pork pie hat, bigs up his chest and prepares to large it...



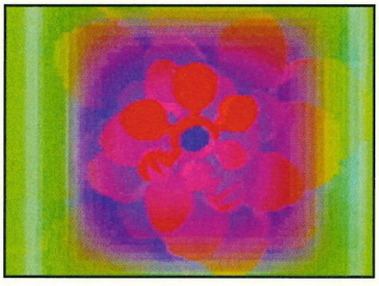


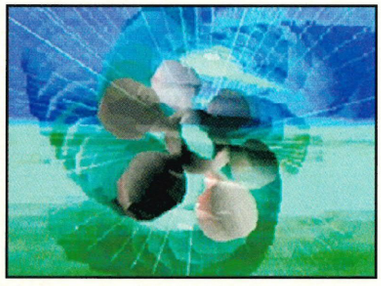
■ Some lines that, sort of, do stuff...

Music returns. But then, so does herpes, so let's not start ironing our white gloves and smearing ourselves in Vic too prematurely. The original version was a complete success, and proved highly popular amongst the PlayStation massive. Not only could they play games from the comfort of their own armchair, but now they could bang out 'choons' while dancing naked around the room (optional) as well. A year has passed since then, and Music is still the only 'game' in its genre. Enter Music 2000...

Jester has obviously adopted an 'if it ain't broke' philosophy for the son of this archetypal daddy. However, this is no bad thing, with the game remaining functional without over-complicating what some may find an already-straightforward control system. Indeed, for those playing Music for the first time, things can become slightly bewildering as there's just soooo much to learn. Thankfully, useful 'on-line' help menus are provided and, with their assistance, even the most musically retarded can cobble together something that resembles a tune within a matter of minutes. Simply choose a riff from one of the six categories (all dance-orientated, with the exception of rock, which is for the mullet faithful), and arrange with





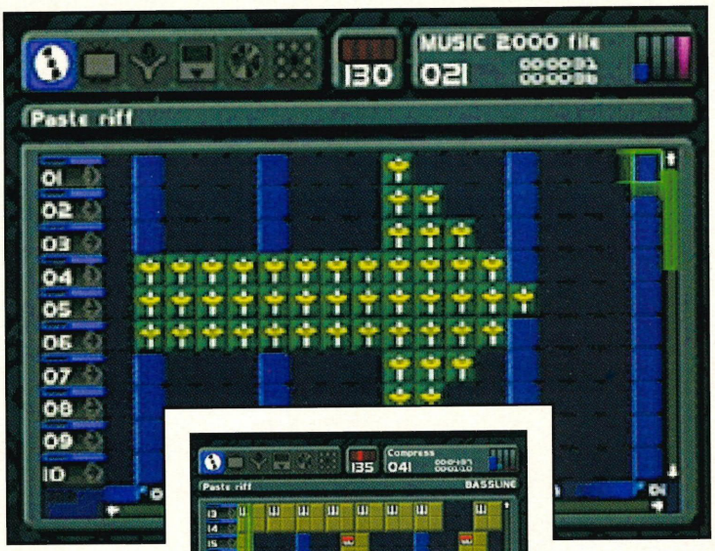


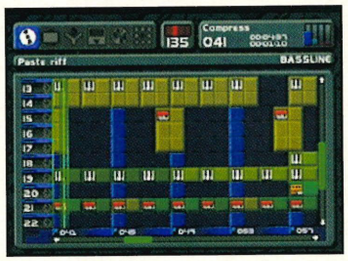
Music 2000 is an excellent opportunity for the masses who don't have access to a genuine studio

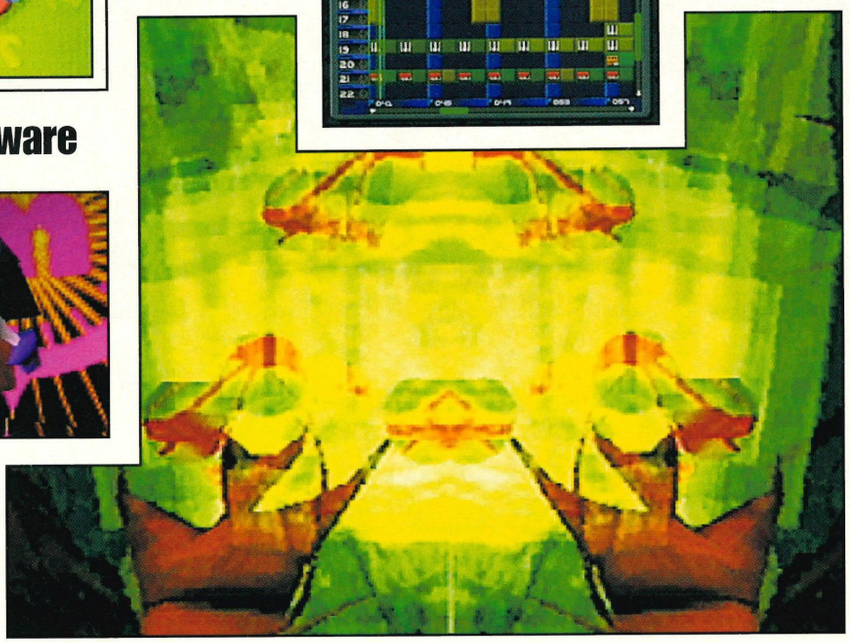
Rasclot Raspberry

One addition to the original is the inclusion of the Music Jam. This is really little more than a sub-game, and a slight distraction from the real essence of Music 2000. Up to four players can, like, jam it baby! The jam can be recorded and played back later. Although it's an easy way to make a track, serious players will spend little, if any, time on this at all. Whatever you do, don't buy Music 2000 just because it contains this game. That, sir, would be foolish.

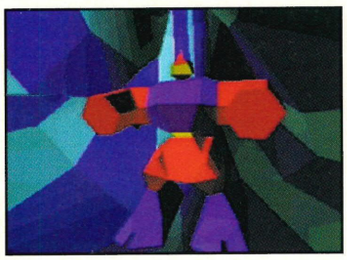


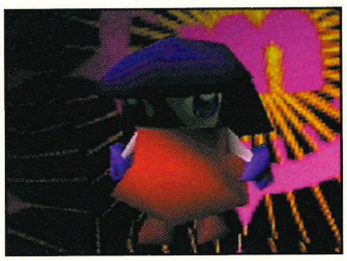






This is an essential piece of software





incredible ease.

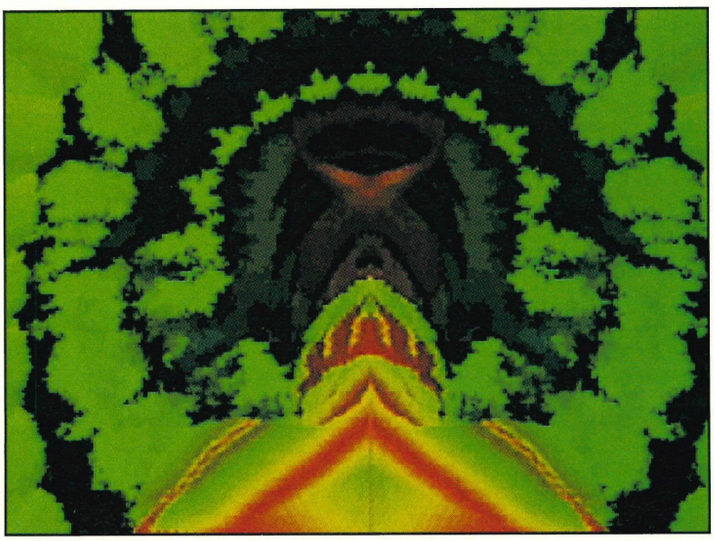
Once you've found your (dancing) feet, you can explore the real depths behind Music 2000. You're provided with ample effects, allowing for major distortion and general wobbliness. More samples on royalty-free offer than even Norman 'I'll get me sampler' Cook could shake a stylus at and, if that's not enough, users can actually record their own samples and add them to their songs. Genius, eh? For those seeking further stimuli, visual accompaniment to your songs is also available in the form of the Video Editor; still 'in da house' from the original. Unfortunately, there's no freestyling video option, unlike the peculiar Baby Universe, which may have made things a little more interactive and instantly accessible.

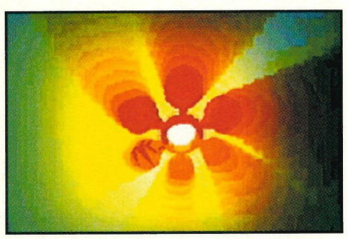
Pass The Dutchie

Altogether, the whole package is great entertainment and it's certainly refreshing to use the PlayStation for something more than just plain gaming. Perseverance is most definitely the order of the day. Don't think for a minute you can pick this up and master it within a couple of sessions; it just won't happen. The longer you stick with it, the deeper into Music 2000 you delve and, subsequently, the more impressive your musical efforts become. Reap what you sow and all that.

Apart from the very weak Music Jam game which has been included, the only doubt I have about Music 2000 is that music production, to me, should involve playing instruments, frantically twisting knobs, jumping about and live mixing on a desk. Making music on a games console just isn't hands-on enough. However, with that minor moan out the way, it should be said Music 2000 is an excellent opportunity for the masses who don't have access to a genuine studio. For fans of the original who are still using the package, the inclusion of an in-built sampler makes purchasing this updated version more than worthwhile. Would-be Leftfields and Grooveriders take note; for £35 you aren't going to get anything else that offers so much. This is an essential piece of software for your PlayStation. Buy it and 'ave it large!

Matt Cundy





■ 'Dude, were they like, regular mushrooms?'

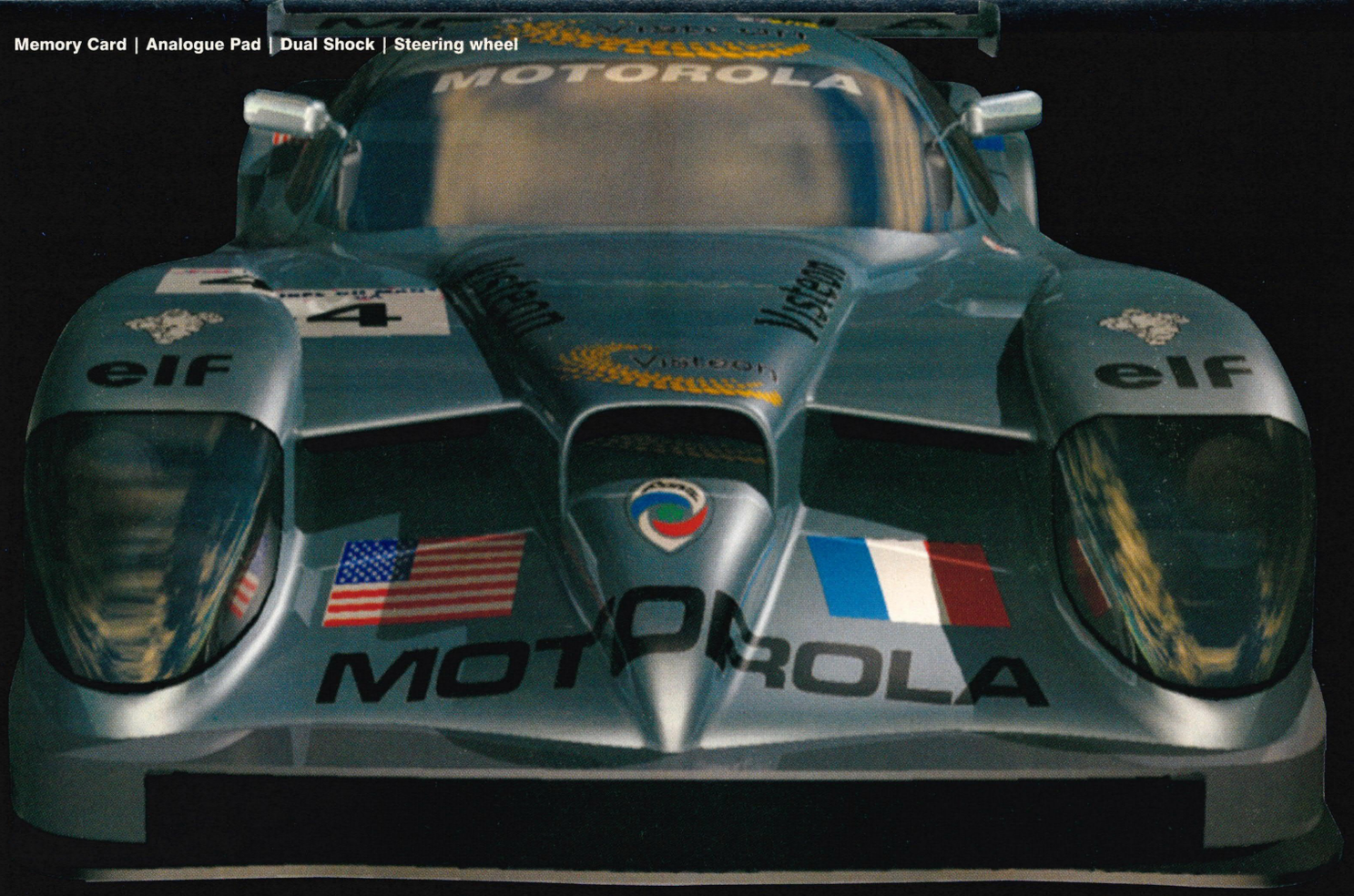
extreme

UPPERS
Surprisingly involved
In-built sampler
Ideal for would-be musos

DOWNERS
Not for the impatient
Music Jam is weak
Not everyone's bag

88%

Memory Card | Analogue Pad | Dual Shock | Steering wheel



Publisher Infogrames | **Developer** Euttechnyx | **Genre** Driving
Released 26th November 1999 | **Version** PAL | **Price** £34.99 | **Players** 1-2

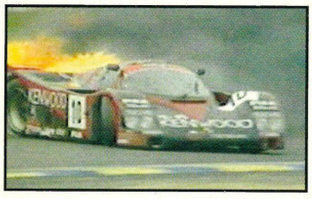
LE MANS 24 HOURS

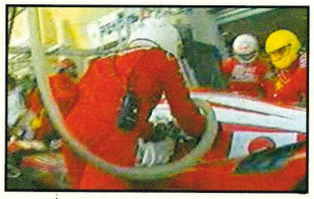
The legendary endurance race finally arrives on the PlayStation. Ian dons his racing overalls and makes himself an extra-strong coffee...

extreme award

It's the real thing...

The intro to Le Mans 24 Hours offers a series of video clips from the actual Le Mans race, spliced with renders of the cars modelled for the game, all set to a thumpin' Dandy Warhols soundtrack. It sets the scene really well.







This is more than just Le Mans. The genuine race on the Circuit de la Sarthe is there, of course, and yes, you can race it for 24 hours in real-time (Save Game option available!). But as well as the annual 24-hour endurance race, the game also offers six additional tracks which, although not based on real circuits, are faithful to the style and feel of the famous Le Mans venue. There are also additional race options - three Arcade Modes, namely Challenge (win to unlock cars and tracks), Time Attack (against the clock through a series of checkpoints) and Quick Race (obvious, really). You can also tackle the Championship Mode, where you race a full season, receiving job offers from other teams if you do well (or your cards if you do badly).

All three categories of cars represented at Le Mans are there, namely GT2 (fast), GT1 (faster) and LMP1 (brown trousers). Amateur and Professional skill settings decides the AI and speed of your foes, as well as whether you need to worry about crash damage, tyre wear, fuel stops and other such matters.





The cars' liveries are nothing short of amazing





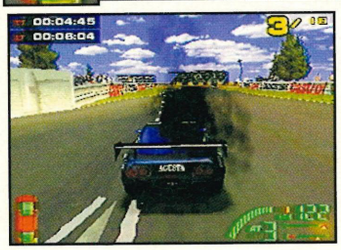




What's the damage?

On the Professional Championship settings, vehicle damage is a definite consideration. A graphic in the bottom-left corner of the screen indicates how much you've sustained. Tyre wear is especially important - the damage indicator colours them blue when they're cold, green when up to racing temperature and various shades of red as they wear. Driving over kerbs or through sand traps chews them up, and needless to say, all car damage effects performance. It's quite hard (but by no means impossible) to completely trash your car.







Cool Cornering

Enough about the options - how does it play?

Very well, actually. It's a tribute to Eutechnyx' course designers that the accurately-modelled Circuit de la Sarthe, with its overly-long straights and annoying twists, is arguably the weakest track on offer. The home-grown courses really make you think about when to overtake and brake. You can take the occasional short-cut over the grass, but it isn't wise when in Professional Mode as you lose grip. NEVER clip the sand traps - you lose too much speed and (if applicable) bugger your tyres.

The AI opponents behave very well - as you're creeping up on your nearest rival, throwing the car over the kerbs to gain that extra second, you really feel he's fighting hard to keep his position. You're racing, not overtaking mobile roadblocks. Occasionally a car pulls off a ridiculous kamikaze manoeuvre and drives straight into you, but this doesn't happen often.

As you can see from the shots, the cars' liveries are nothing short of amazing, offering perfectly-detailed reproductions of the real thing, even down to the advertising. The backgrounds are equally detailed, and there's no pop-up at all. The sound is also of a high standard, with cool but unintrusive background music and commentary by Tiff Needell. Also impressive is the way that, when tackling the 24-hour race (which can last anything from 12 minutes to a full 24 hours), the light gradually fades as night draws in and then grows once more as dawn breaks.

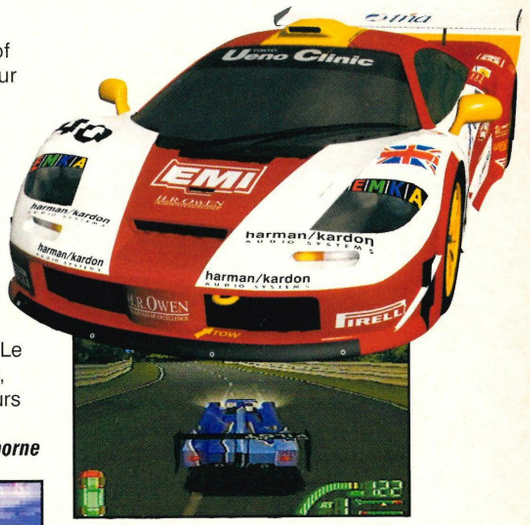
Rev Yer Engines...

There are one or two flaws here, but nothing serious. The pit stops, for example, are functional but ugly, offering cameos of what's going on in the race instead of the mechanics working on your car. There's only three perspectives to choose from (bonnet and two chase), and, bizarrely, one third-person view offers a fixed camera and the other an inertia-affected one. Why not split this into a separate option and let the gamer use either camera with either view?

Still, these are minor moans. Le Mans 24 Hours is a great game, and one for the true connoisseurs of motorsports.

Ian Osborne

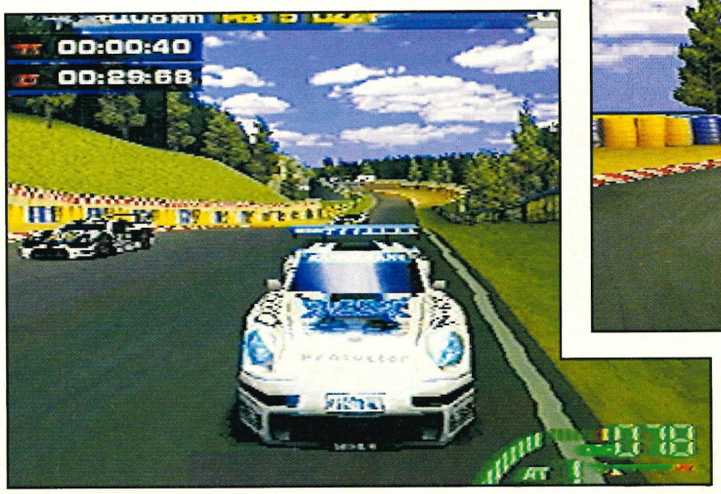
One for the true connoisseurs of motorsports



■ The Prototypes (LMP 1) are the fastest and toughest cars in the game.



■ The Circuit de la Sarthe...





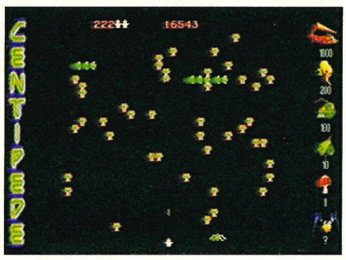
extreme

UPPERS	DOWNERS
Top tracks	Limited cameras
Beautiful cars	Aggressive opponents
Thinking man's racer	Inelegant pitstops

90%

X-rated

CENTIPEDE



Hold the fire button and just blast everything! 'Surely there's more to it?', asks Dave...





■ The cockpit view compensates for awkward handling.



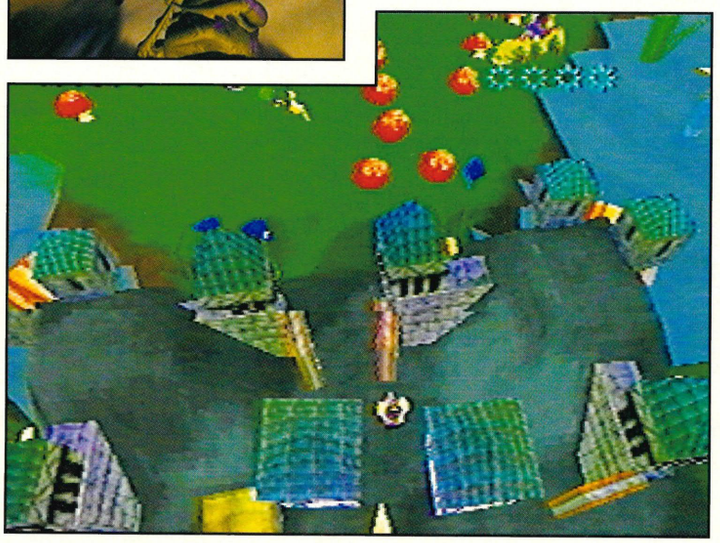
■ Yippee! The end of the level...

Publisher Hasbro Interactive | **Developer** Hasbro Interactive/Atari | **Genre** Retro game
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

Centipede sees a return to the days of simple arcade blast-'em-up games. The problem with games like this is although they were good in their day, they can't quite cut it in the late '90s. There's no doubting the excellent pick-up-and-play quality within Centipede, plus the quite addictive nature, and I'm sure if I played it on an old Atari I'd enjoy it. But that doesn't mean I want to see it re-released on the PlayStation for a rather pricey £30.

Featuring the original arcade coin-op 2D game in addition to the adventure game, which requires you to rescue villagers from the big centipede, the new Centipede is a three-dimensional offering with two camera views. This gives you the option of playing from the cockpit of your craft or from an aerial perspective. Your job is to blast the different-coloured centipedes until the little people are safe, and then pick the villagers up by driving over them.





Garden Gimmicks

The main problem with Centipede is it's just too straightforward, and unless you really yearn for a return to the good old Atari days, it may seem a tad boring. There's a certain amount of playability to get you involved, and the Arcade Mode lets you play the popular original.

Invest in something more up-to-date

The game's positive aspects are, unfortunately, overshadowed by an awkward control system that's too twitchy to get used to.

To achieve high scores you must blast as many of the centipede pods as possible, but this, and in fact the whole game in general, can become frustratingly tedious pretty quickly. A combination of weak graphics, uninspiring levels and eventually-tiresome gameplay mean this is probably something to avoid. If you're old enough to remember the old Centipede, and often find yourself fondly reminiscing about it, you could take two possible courses of action - get out a bit more or buy this. The rest of us would be better advised to invest in something more up-to-date.

David Foggon







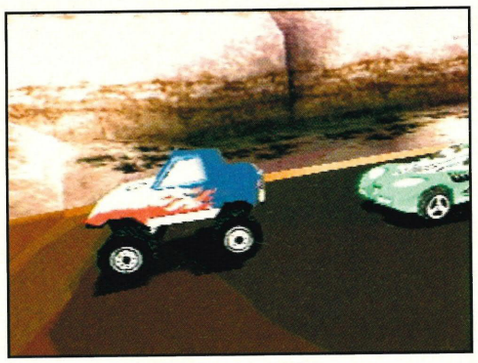
extreme

UPPERS	DOWNERS
Can be challenging	Becomes tedious
Arcade Mode	Levels don't vary
View change option	£30 for this?

61%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

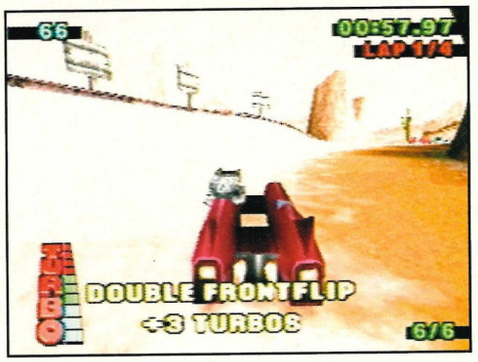
Publisher Sony CEE | **Developer** Namco | **Genre** Lightgun game
Released 27th August 1999 | **Version** PAL | **Price** £34.99 | **Players** 1-8



■ Just one of the many wacky cars available



■ Hair-raising high-flying trickery



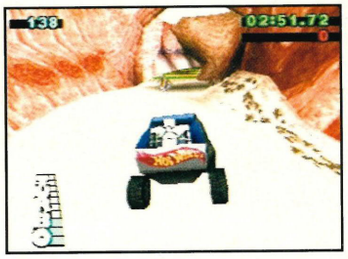
■ Win Power-ups by performing stunts

HOT WHEELS TURBO RACING

If you're old enough to remember Hot Wheels toy cars and young enough to still enjoy them, Dave says Hot Wheels Turbo Racing could be right up your street...









Based on the look and feel of the original Matchbox cars, Hot Wheels Turbo Racing offers 40 of the beloved Hot Wheels series for you to race around a total of 12 varied tracks, situated in four fantasy lands. The emphasis is not only on racing but on action, as it's essential to perform various stunts during each race, ranging from spins and flips through to barrel rolls and more, to gain turbos required to out-pace your opponents. The racing modes include Practice, Exhibition, Challenges and Hot Wheels Cup. You find the usual power-ups to collect, short-cuts to uncover and hidden cars to unlock.

A good combination of competitive racing and high-flying action

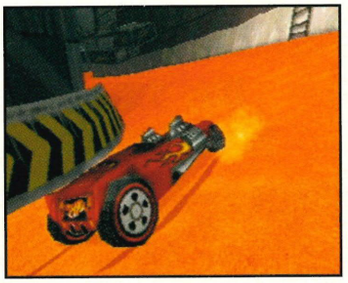
Miniature Motoring

Graphically, Hot Wheels Turbo Racing could be cleaner and smoother, though each track consists of colourful and simple textures. The controls are basic and easy to use, but the driving aspect falls slightly short of what you'd expect. This is mainly due to the courses being styled on the original Matchbox tracks, where you were restricted to one lane and didn't have the usual freedom and manoeuvrability space. Although this does reduce the amount of racing realism, it allows you to concentrate more on preparing for jumps and performing stunts.

Each car is nicely modelled on the real-to-life article, and comes complete with tyre squeals, engine noise and explosions, while the grooving sounds are supplied by the likes of Primus and Meat Beat Manifesto to name just two. Overall, Hot Wheels Turbo Racing accommodates a good combination of competitive racing and high-flying action that will appeal to the Hot Wheels veteran and younger gamer alike, but dispassionately fails to provide sufficient charisma to charm the masses.

Dave France







extreme

UPPERS	DOWNERS
Two-Player mode	Graphics under par
Grooving tunes	Not addictive
Wacky cars	Simple gameplay

72%

Memory Card | Analogue Pad | Dual Shock

Publisher Virgin Interactive | Developer Capcom | Genre Survival Horror
Released Out Now | Version PAL | Price £39.99 | Players 1

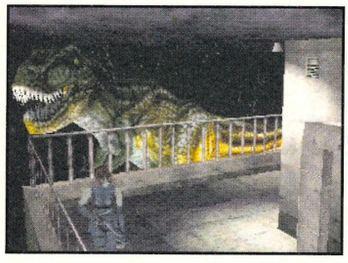
DINO CRISIS

Following our review of the Japanese version of Dino Crisis, we asked Dave Gibbon to examine the PAL release and reveal why this Western version is the best...

extreme award











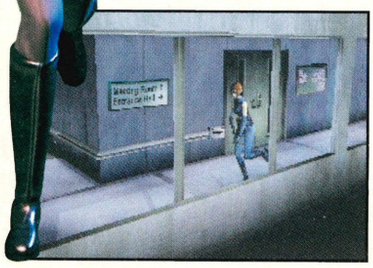
From the local shopkeeper to the sweet old lady at Number Three, almost everyone shows an interest in those large, monstrous fellows known as dinosaurs. This, in turn, works very nicely as a marketing ploy for the scheming corporations out there, whom we all know and love as games developers.

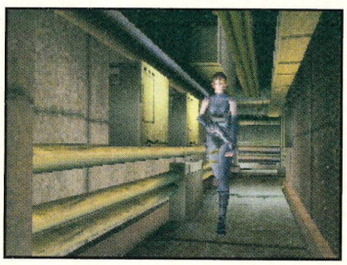
But Capcom can be forgiven for jumping on the bandwagon, because they've created a monster in its own right, which has enough style and grace to bring plenty of killer instinct to the gaming scene and knock those one-dollar documentaries into the ice age.

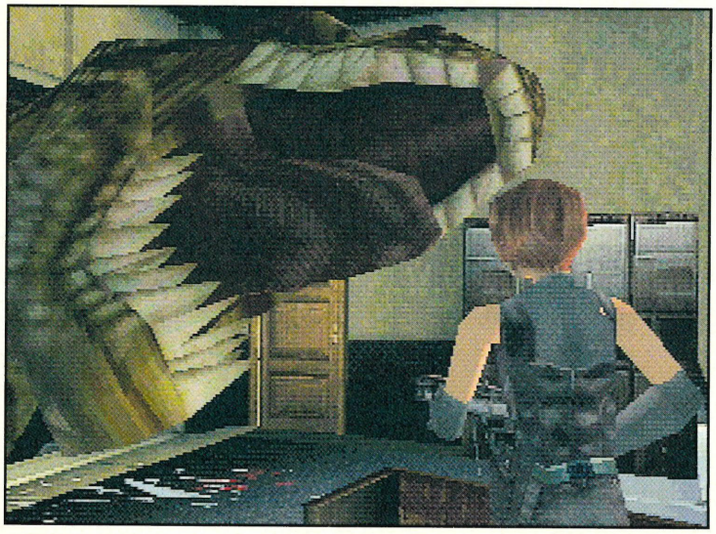
The game, of course, is the eagerly-awaited European version of Dino Crisis. It's the latest offering from Capcom genius Shinji Mikami, creator of the highly-acclaimed Resident Evil series. And his distinct pedigree flows though Dino Crisis!

In fact, Dino Crisis rarely strays from its earlier counterpart, as this game looks and feels very much like Resi. Even the controls are near-identical, but this only serves as a major plus for fans of the Resident Evil series, who might find it time-consuming and darn-right difficult to learn new player controls.

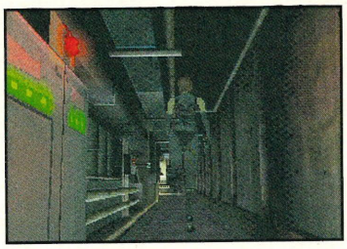
Buy it or be doomed!

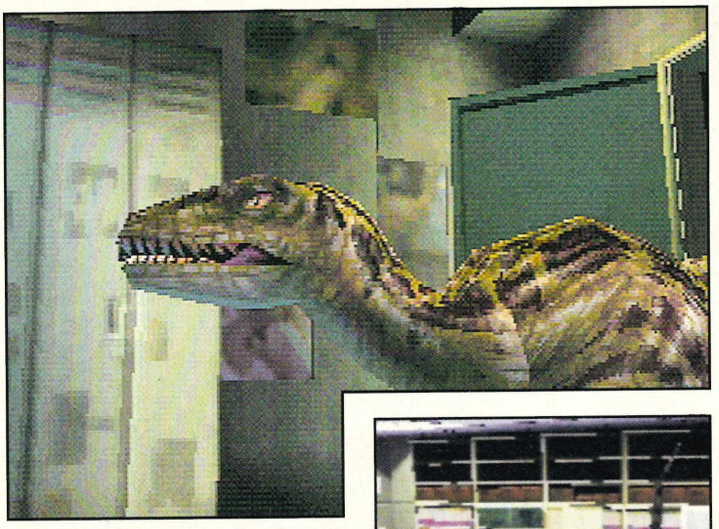


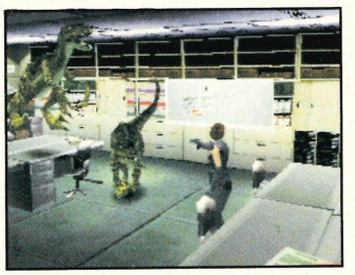




■ My, granny, what big teeth you've got...

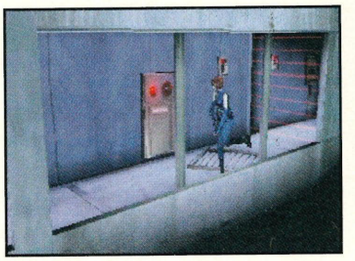


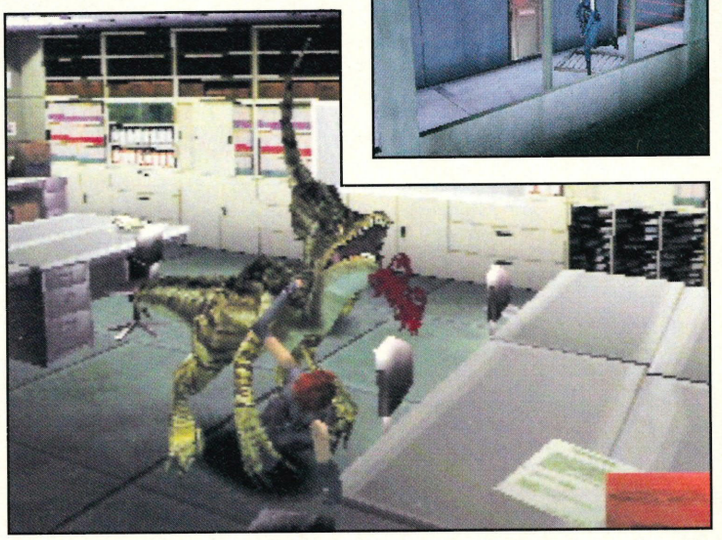




■ Dinosaurs often work in pairs.



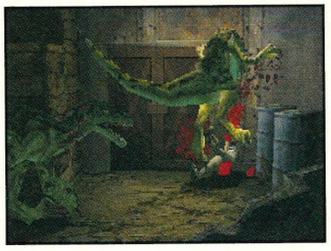




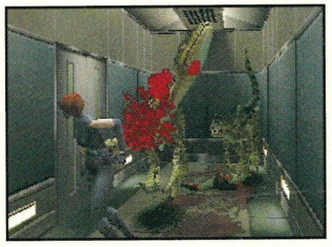
■ He's only trying to give you a hug and a kiss...

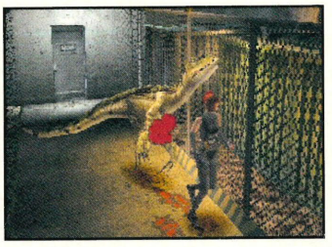
Gore Factor

Resident Evil fans will be very pleased to hear the blood scenes that graced both games make yet another appearance in Dino Crisis. In fact, you could be forgiven for thinking you're playing Resident Evil when the gore is at its goriest - especially whilst gunning away from a pesky raptor or two. You also leave a trail of blood when you've been injured at war, which disappears in a few seconds. But don't let those bloodthirsty reptiles catch an eye, as human kebab will definitely be on the menu!





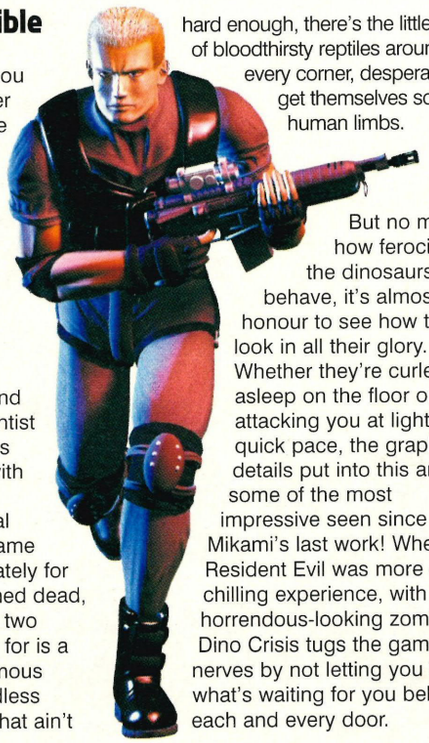




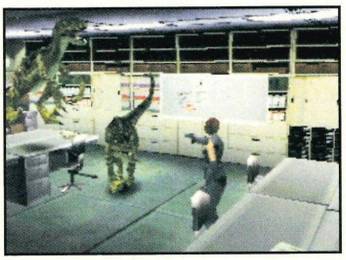
Mission Impossible

As with the Japanese version of the game, you play a female character who goes by the name of Regina. 'Not another Lara Croft', I hear you whimper. But fear not, as this gal has the bite of a rattlesnake when pitched in head-on combat with the raptors that lie in her destructive path.

Your mission is to find and bring back a scientist called Dr Kirk, who has been experimenting with top-secret military projects on the tropical island on which the game takes place. Unfortunately for you, Dr Kirk is presumed dead, so what you and your two comrades are looking for is a dead man in an enormous complex boasting endless rooms. Oh, and as if that ain't hard enough, there's the little matter of bloodthirsty reptiles around every corner, desperate to get themselves some human limbs.



But no matter how ferociously the dinosaurs behave, it's almost an honour to see how they look in all their glory. Whether they're curled asleep on the floor or attacking you at lightning-quick pace, the graphical details put into this are some of the most impressive seen since Mr Mikami's last work! Whereas Resident Evil was more of a chilling experience, with horrendous-looking zombies, Dino Crisis tugs the gamer's nerves by not letting you know what's waiting for you behind each and every door.



Brain Teaser

The game has been beefed up for the European market, and in doing so, Capcom has not only made the dinosaurs tougher opponents, but also given Mr Mikami and his fellow developers the idea that more is beautiful. However, this is certainly not the case when taking into account the brain-teasers. Yep, not only are you faced with relentless reptile obstacles, but you also have to work out various puzzles on your quest of discovery and survival. This, of course, is fine for those who are really into gaming, but the more casual gamer might find it tough.

The puzzles are anything from entering codes to matching certain objects displayed in various shapes and sizes. Something which can prove rather difficult to solve when there's a raptor breathing up your rear! Also, due to the changes between the European and Japanese versions of the game, your character is granted fewer bullets to start off with, meaning it can be hard to wriggle through the first lot of dinosaurs you come across. Then, as you explore more of the surroundings, weapons are few and far between, so you must only use bullets as an act of defence - so there's little chance of taking up dinosaur hunting!

The game has been beefed up for the European market

But these are the only minor niggles that can be brought to your attention in a game that can only be described as truly awesome. While the Japanese version was too easy, this one provides just the right balance for the average PlayStation gamer. Buy it or be doomed!

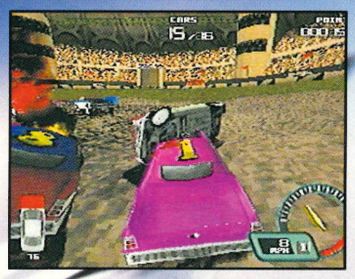
Dave Gibbon

extreme

UPPERS	DOWNERS	
Dinosaurs look great A real challenge Action sequences	Too little ammo Hard puzzles Awkward camera angles	90%

Memory Card | Analogue Pad | Dual Shock | Steering Wheel



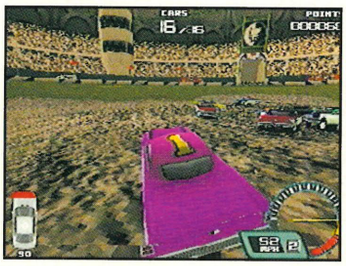
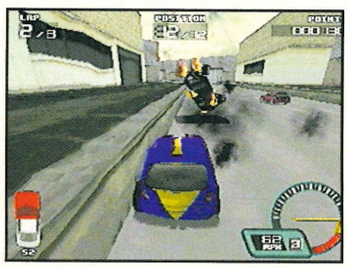
DEMOLITION RACER

Bang, crash, whassat? It's a mix of racing and car damage. Greg turns the key...

Publisher Infogrames | **Developer** Pitbull Syndicate | **Genre** Driving game
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-2

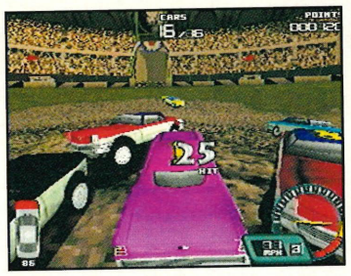
Hands up if you remember Destruction Derby? Well done, but did you appreciate the car-leaping antics and physics of Driver? If so, chances are you'll be interested in the latest racing/destruction hybrid, Demolition Racer.

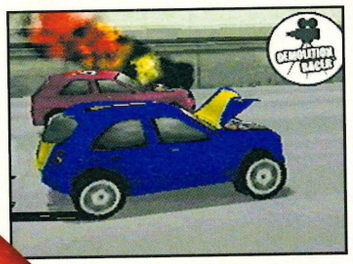
From the start, you have three varieties of vehicular mayhem to indulge in: Single Race, Demolition



■ You can get some pretty big air: observe.

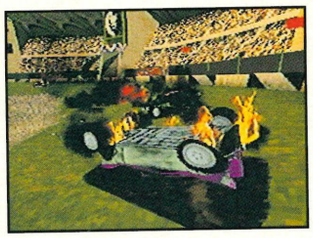


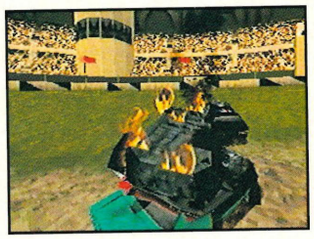


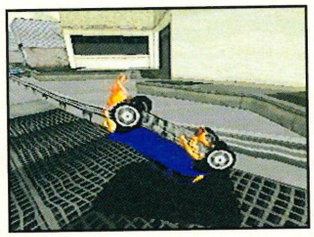
■ See ya, see ya - wouldn't wanna be ya...

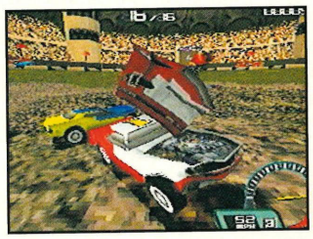
Crash Damage

One of the most impressive features of Demolition Racer is the crash damage. Just watch those babies crumble...









League and Two-Player. Single Race is self-explanatory, although you also get to decide on the style, be it Chicken or Last Man Standing (a crazy bash-'em-up on a circular track). League gives you the longer-term challenge, with victory leading to more tracks and cars. But be warned; unlocking them is particularly frustrating. Imagine a

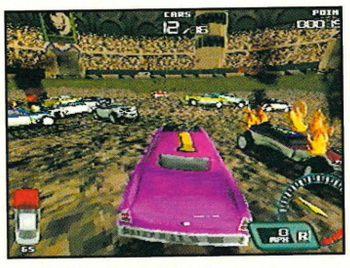
Demolition Racer is a hard taskmaster

spanking-new Widescreen TV, unwrapped in all its chrome loveliness, sitting pretty under the twinkling Christmas tree. Now visualise a 24-hour armed guard with orders to shoot should you attempt to grab it. Stationed self-importantly alongside the decorations, he allows you to peek and drool, but definitely not touch. That guard is Demolition Racer, and the lust-worthy TV is, in fact, the other courses and cars, all kept tantalisingly out of reach.

Hard Drivin´

This becomes even more frustrating as you realise Demolition Racer is a hard taskmaster. Not only do you have to get a good place in the race, you also need to get some decent damage points by hitting your competitors, as well as avoiding them and staying on the track. Simply driving around and winning the race isn't enough. Whilst not in the GT league, you also need to tweak your cars for maximum performance, as well as spray-paint your bodywork for extra effect.

With all this talk of engines, it's good to see the one used here is pretty impressive. Although the graphics are blocky at times, your PSX happily throws around 16 competitors, making you appreciate the action. There are reservations concerning the feel of the cars, though, as too often they seem to be floating, WipEout style, instead of driving on a track. You do, however, get a pleasing amount of sensitivity, with the analogue taking some getting used to. Braking sharply often involves some serious car gymnastics as it flips or turns sharply, and, like Destruction Derby and Driver, the graphics do a fine job of portraying the damage your car receives. Tyres and bumpers fly off, and the hood pops up under the slightest provocation. Particularly impressive is the smoking engine, through which it's impossible to see where you're going.



■ Ouch! I almost felt that one!

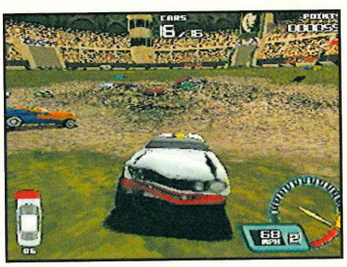


On Track...

Beeping your horn is mildly amusing, and the sound effects themselves are strictly average, although Fear Factory fans should enjoy the main music.

An exciting and varied smash-'em-up, but not a classic

Demolition Racer is an exciting and varied smash-'em-up, but not a classic. The 12 tracks offer a big challenge, with plenty of short-cuts and mid-air pile-ups to enjoy, while the other modes, such as the free-for-all carnage of 'last man standing', offer new challenges with revised tactics required (more points for different collisions, etc). Last, but not least, the split-screen multiplayer game offers a perfect way for car-wreckers and their chums to work off any frustrations. The problems lie with the difficulty level, which is set annoyingly high as your opponents and the tracks conspire to send you to the repair garage suprisingly quickly. This is all made worse by the freely-advertised temptations of future tracks and courses. With no suprises ahead, you may find yourself giving up. Perseverance does pay off, though, and you find yourself enjoying the smash-and-race gameplay. Not the best, but a worthy addition to the collection of any destructo-racer.



Greg Howson

extreme

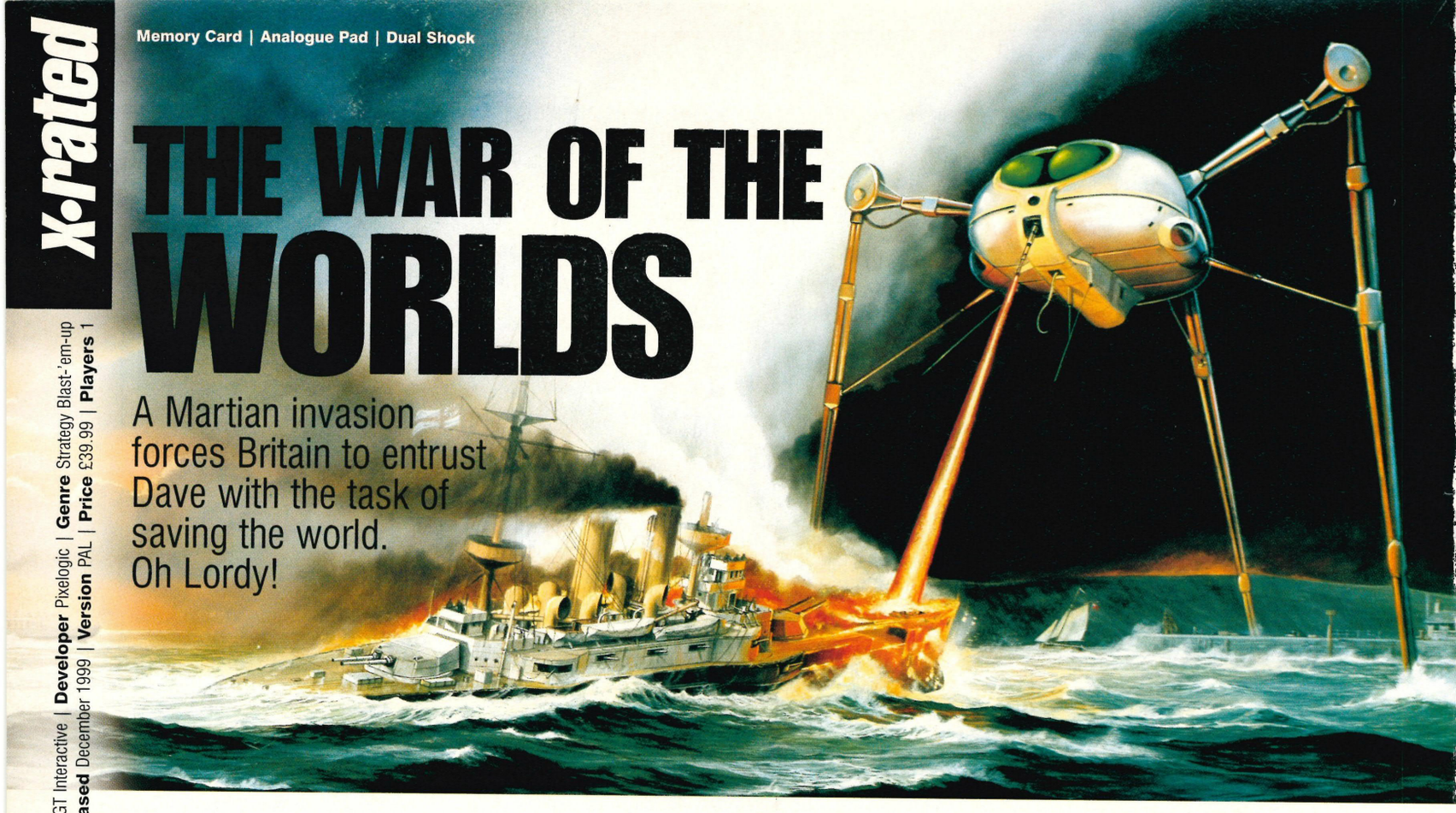
UPPERS	DOWNERS
Loads of courses 'n' cars	Frustrating unlock system
Bouncy car physics	Not too original
Flaming engines	Just a bit too hard

82%

Memory Card | Analogue Pad | Dual Shock

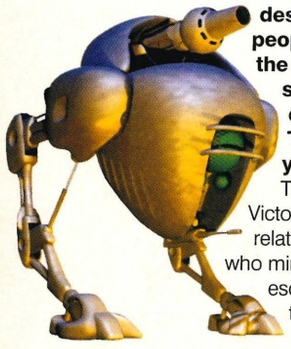
THE WAR OF THE WORLDS

A Martian invasion forces Britain to entrust Dave with the task of saving the world. Oh Lordy!



Publisher GT Interactive | **Developer** Pixelogic | **Genre** Strategy Blast-'em-up | **Released** December 1999 | **Version** PAL | **Price** £39.99 | **Players** 1

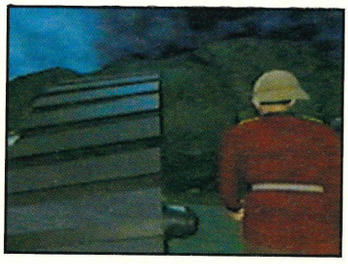
It's probably a safe bet that this game won't have quite the same effect as the old radio broadcast of The War of the Worlds by Orson Welles; fortunately. However, after witnessing the moving introduction, it's likely you'll feel affected in some way. Featuring the landing of an alien capsule on Earth and the destruction of people and trains, the script and sound are disturbing. This is edge-of-your-seat stuff.



The story is set in Victorian England, related by a journalist who miraculously escapes the alien tripods by fleeing them and jumping onto a departing train. He describes to military leaders how a huge fireball lands in a field, apparently a capsule of some kind. Out of this emerges a pig-ugly alien creature, wielding powerful laser guns. It is then decided by the leaders to invest heavily in the defence of the planet, using new experimental technology to make us humans not quite so pathetic.

They've Landed!

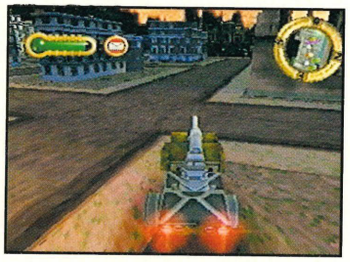
The two main elements of this game are the turret-blasting screens and the vehicle-driving sections that also require you to shoot alien craft on the ground and in the air. It's the driving sections that provide you with the most interesting gameplay, as you're required to position other





■ Let's show those aliens what us Brits are made of! Yeah, right lads.

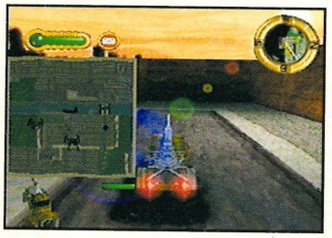


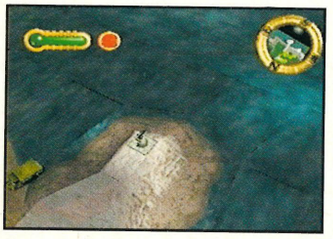


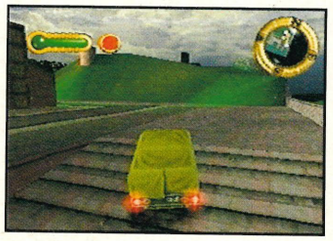
The War of the Worlds suffers from unrealistic physics

Out Of Control

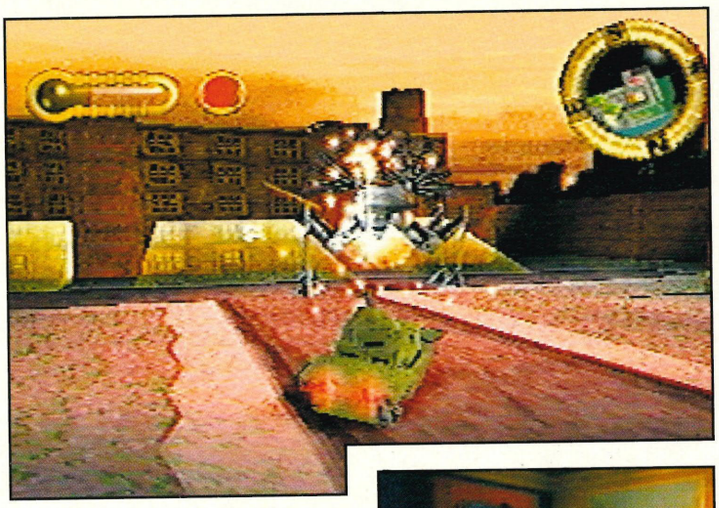
The left shoulder buttons allow you to switch between the different vehicles or gunposts at your command. Using this facility becomes increasingly important as you get further in the game, as you need to station other vehicles in areas of weakness where they may prove helpful. It's also necessary to use gunposts to protect ships, as due to their long-range sights, they can pick off flying machines from a distance.



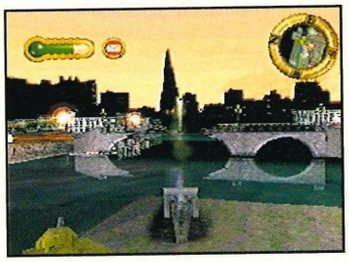








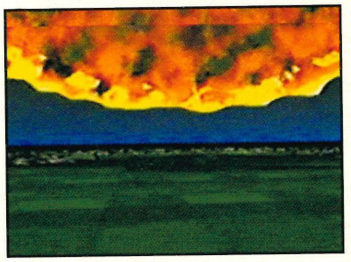






■ I say, when does the entertainment arrive?





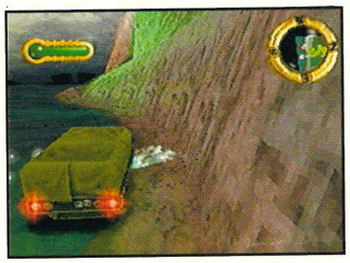
vehicles or use different ones for different purposes. The ability to switch between vehicles or gunposts gives the game a strategic element, similar to the PC's Battlezone. Early on in the game you're only required to destroy aliens that you see, but after progressing you realise this is more than just a blast-'em-up, as you're confronted with various objectives such as collecting scrap, rescuing people and protecting specific areas. This provides the player with plenty of things to think about, giving the game very strong gameplay attributes.

The War of the Worlds suffers from the unrealistic physics used when vehicles fall off high levels, as they seem to float to the ground rather than tumble as a truck or tank really would. The graphics are generally quite poor, as backgrounds are too flat and simplistic, and many objects such as buildings appear two-dimensional. In addition to these problems, there's also a hell-load of clipping going on. However, the animation of the car is smooth and the gameplay is very strong. Missions become more diverse as you progress, and the ability to switch between vehicles is important. This could've been improved by a facility allowing you to give orders to other vehicles whilst remaining in yours. Movement of the Martian tripods is quite jumpy, but they manage to maintain a threatening appearance. Basically, this game is great fun - loads of alien-blasting and driving tanks.

there are also times when the gameplay is a little bland, and the rapid blasting can become a tad boring at times. After such a cinematic introduction, the game doesn't quite live up to the expectations I had for it, but it's still a good game nonetheless. However, it's not a great game. The War of the Worlds is very enjoyable, but it doesn't really bring anything new to the gaming world.

Dave Foggon

It doesn't really bring anything new to the gaming world

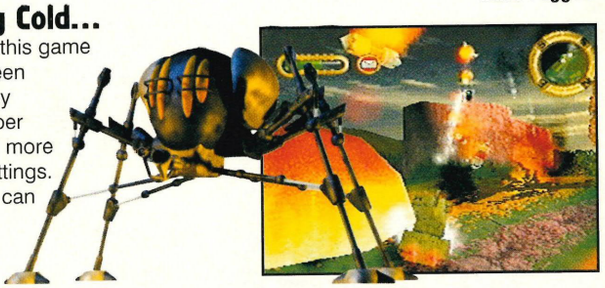






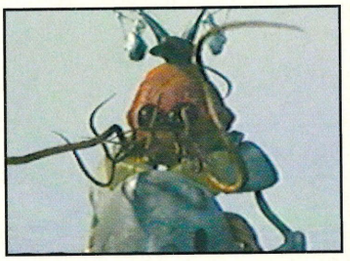
Catching Cold...

I really feel this game could've been improved by some sharper visuals and more detailed settings. Although it can be diverse,





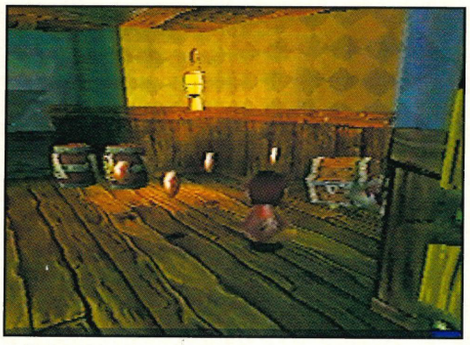
■ Freaks are all over London. No change there, then.



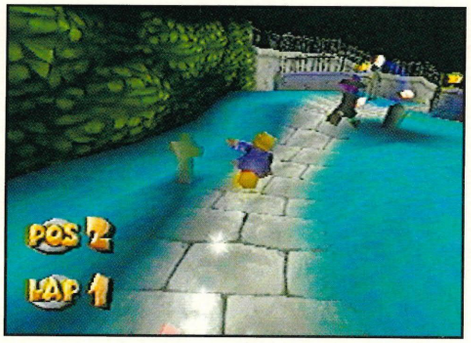
■ Just why does Vanessa Feltz get everywhere these days?

extreme

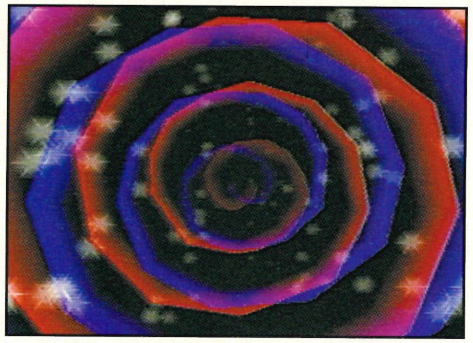
UPPERS	DOWNERS	
Great story Good fun Top intro	Poor graphics Repetitive Boring at times	83%



■ As dreams go, this one's pretty boring.

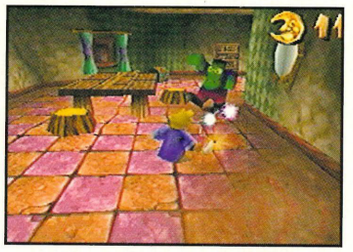


■ Race the witch and win to get loads of goodies.



■ This isn't some terrible '60s wallpaper, it's the Warp Mode.

40 WINKS



Publisher GT Interactive | **Developer** Eurocom | **Genre** 3D Platform
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1

Dave takes on GT's latest platform adventure, promising not to make any awful puns along the way...



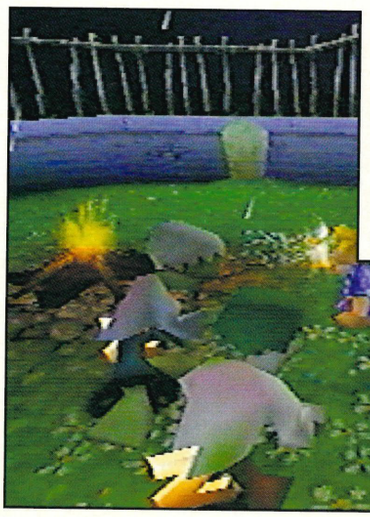
What a great idea for a game. Everyone likes popping up to their bedroom for 40 winks now and then. Well, now you can play the experience, in a platform adventure where two young children embark on a rescue mission. Apparently, Winks are the key to a good night's sleep, and some miserable old beggar called NiteKap has stolen loads of them, so the rest of us can't get any kip. He then wants to turn them into Hood-Winks, which give everyone nightmares. Bastard.

Because of his scamming, there are now only 40 Winks left in existence. Thankfully, two kids aren't going to stand for it - Ruff and his sister Tumble.

You get the option of playing one of these two characters, and are thrown into an adventure starting in your own house. Guided by a little alarm clock called Wakey Wakey, you're teleported to various locations, ranging from castles and pirate levels to outer space. Each character has their own basic attack move - Ruff swiping at enemies with his candlestick, and Tumble whacking them with her teddy bear. They can also run, jump, climb, butt-bounce and frighten monsters. Not only that, but the characters find various jack-in-the-boxes along the way, turning them into monsters, robots or ninjas, or even making them invulnerable. As with all platform games, you have to collect items found scattered throughout the levels. There are cogs for opening important doors, moons for scaring monsters and



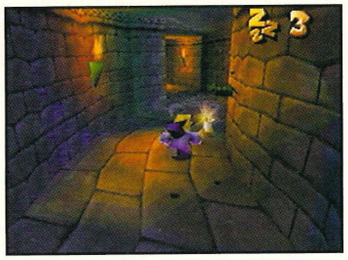
Graphically, the game can more than match Crash Bandicoot 3...















■ Kill these already-dead guys to obtain the cogs you need.



■ Moving platforms over acid - mad! Never seen that before...

'Z's that form your lifeline. The main objective is to collect all of the 40 Winks and then defeat NiteKap. At the end of each stage you're faced with a level boss, who must be defeated before you can move on.

ZZZzzzzz...

This game is full of nice, three-dimensional surroundings, with carefully-designed locations and characters. Some cool touches include the glowing light effects created by torches and the general 'polished' feel to the game. There are also bonus levels such as races against witches, giving you the opportunity to collect loads of 'Z's and moons. Graphically, the game can more than match its obvious comparison, Crash Bandicoot 3, but it is let down by being alarmingly easy. In fact, the only real challenge is on the rare occasions when everyone's been killed and you're not sure where to go.

Unlike Crash, this game is fully 3D, and offers the ability to use your second analogue stick to rotate the camera around the character. This gives the game a camera format superior to that of even Mario 64, with visual elements of a higher quality than Enter the Gecko and crisper images than those found in any Crash game. The sound is also great, with appropriate effects and music to match each differently-themed world. However, nice graphics and sound don't make an excellent game. Gameplay will always remain the most important ingredient in any game, and this isn't quite diverse enough, and is just too easy to provide any real challenge. It's also guilty of simply not having enough going on at once.

What Goes Around...

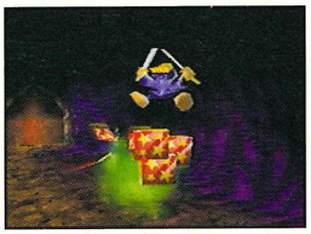
The concept behind this game is simple and not at all original, but it still has the essential ingredients to make a decent platform game. 40 Winks is behind the best existing platformers through having a serious lack of challenging enemies, as you nearly always manage to brush aside oncoming foes with ease. More diverse gameplay wouldn't go amiss either, as the only real variation on the normal game mode we've found so far is a race option, and if there are more, they don't come up often enough. Nice to look at and pretty good to play, but this really isn't that interesting.

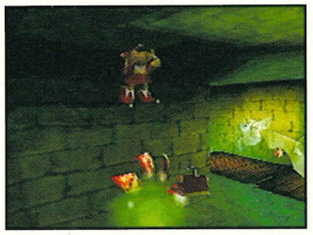
David Foggon

Fun With Boxes

Each character has three different Jack-in-the-boxes they come across during the game, enabling them to become more powerful than before. They can adopt various guises, ranging from monsters to ninjas, or even become invulnerable. There are also icons dotted near the boxes, so when the effects of the box start to run out, it can be retained for longer. These bonuses change the appearance of your character, whilst also enabling you to press buttons and break through areas of weak ground to unlock new areas.







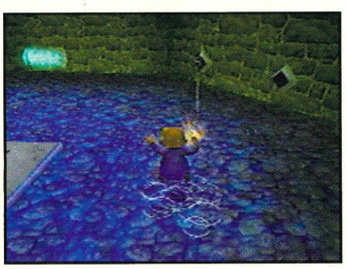


■ The ugly old bloke looks happy after your death.



Nice to look at and pretty good to play, but this really isn't that interesting

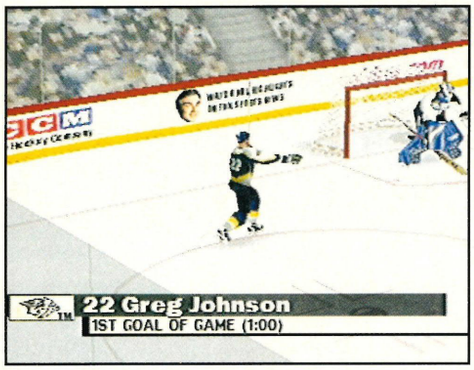


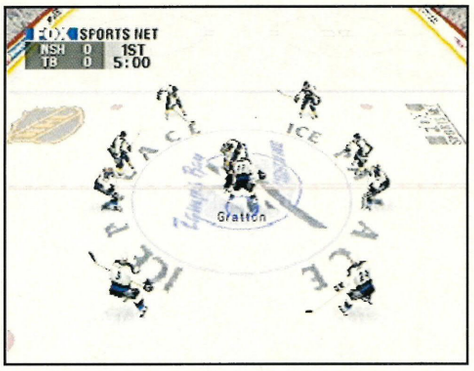


extreme	UPPERS	DOWNERS	
	Nice graphics Good sound Plays well	Too easy Nothing new here Boring	76%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

Publisher Activision | **Developer** Fox Interactive | **Genre** Sports Sim
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-8







NHL CHAMPIONSHIP 2000

It's cold, it's hard, it's in the sin bin. Greg plays with the puck...

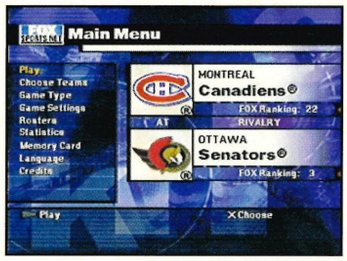
With Sky dominating sports coverage in the UK, it's no surprise to see its parent company, Fox, doing the same in the USA. This is the first ice hockey game from Fox's interactive arm, and, despite competing in a crowded (and limited) UK market, it stands out as one of the best.

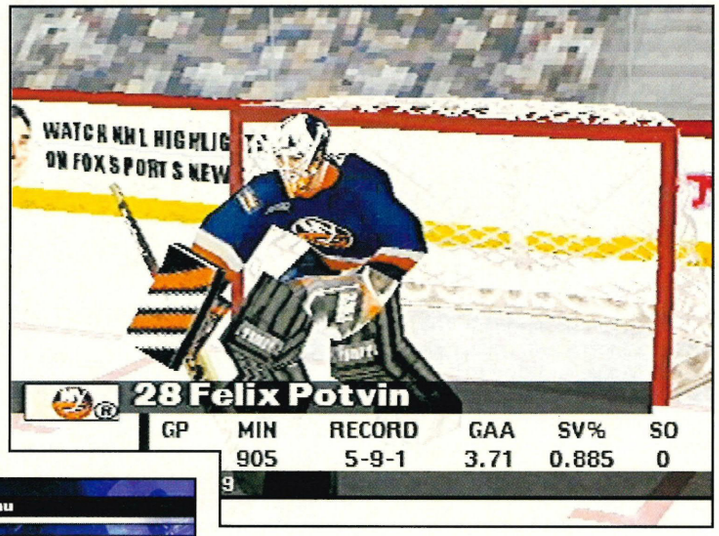
If you're an aficionado, the teams and stats cause much excitement. All 28 NHL teams are faithfully represented with full rosters, plus 16 national sides to play with (including the mighty Great Britain, ranked 16 out of... 16). There are also the usual options, including play-off and championship modes.

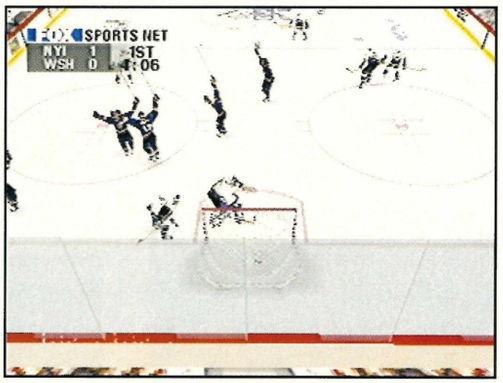
However, the real test is whether, as a non-fan, you can pick up and play without having to wade through an 'ice hockey basics' manual. Thankfully, in this case, you can. The controls are fairly easy to get to grips with, although shooting can be a pain as the wrist shot seems useless at the best of times. Some swift attacking plays can be built up with accurate passing, but defending takes a while to master. Make sure you use the analogue controller when playing, as without it this is a totally different and frustrating game. Proceedings can get confusing at times, especially during goalmouth scrambles, and some quirky AI makes this worse.



■ So fast even the red line can't keep up.







■ Get in there. Another slap shot finds the back of the net...

■ Great first name, and he's British - hurrah!



Puck Play...

You're given full control of your team - a good thing - but the CPU sometimes makes poor choices.

A superb puck-'em-up

Often your active player is off-screen, meaning you may end up tackling the wall rather than the opposition. Graphically this is probably the best looker in the ice hockey world, beating even EA's gorgeous NHL 2K, and the high level of detail and speedy action is augmented by some typically over-the-top Yankee presentation. The big match atmosphere is second to none, with commentators suitably excited. Ignore the quirks and the terrible rawk music and you have a superb puck-'em-up, which may well convert more in the UK to the ice hockey fold.

Greg Howson

extreme

UPPERS	DOWNERS
Great graphics	Dodgy AI
Loads of options	Rawk music hell
Red line follows the puck	It's ice hockey

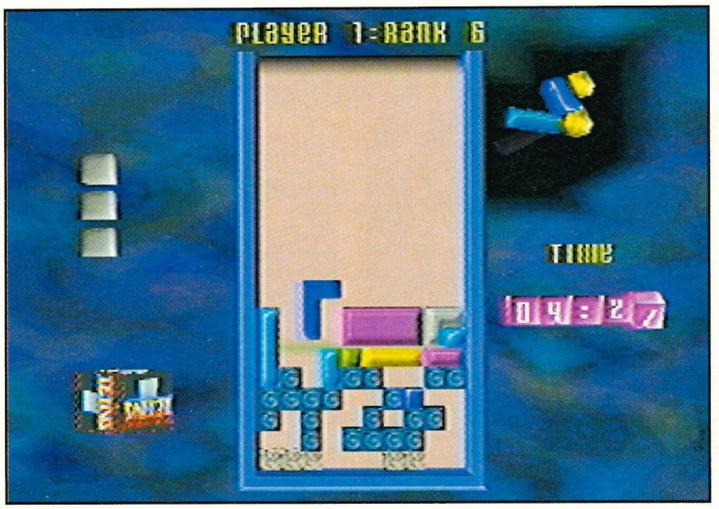
87%

Memory Card | **Dual Shock**

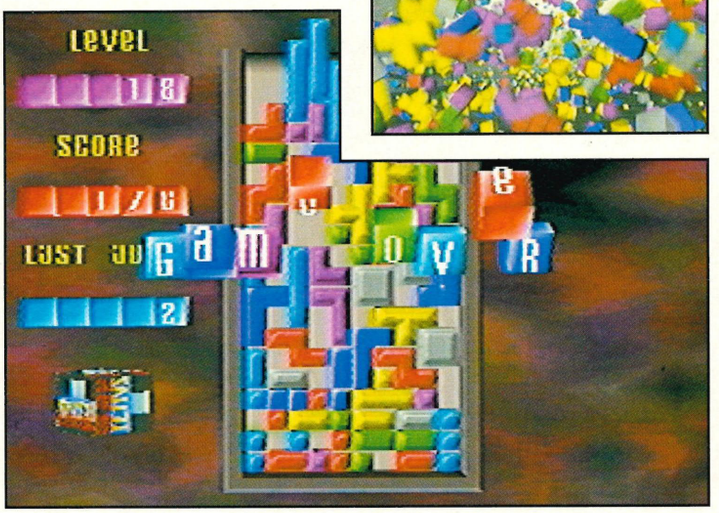
Publisher Hasbro Interactive | **Developer** Atari/Hasbro Interactive | **Genre** Puzzle game
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

THE NEXT TETRIS

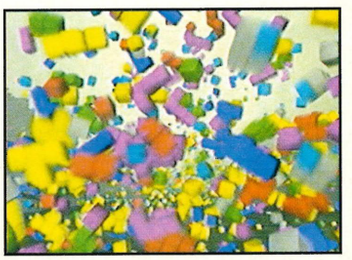
Another Tetris game? The words 'flogging', 'dead' and 'horse' spring to Dave's mind...



■ Here are some bricks falling down!

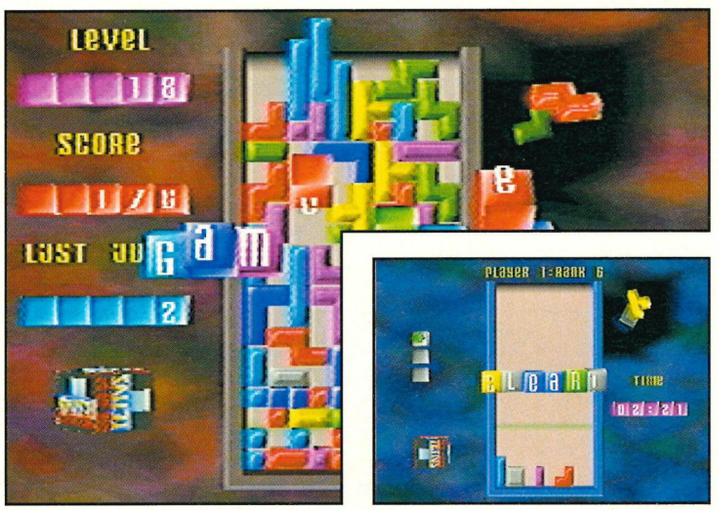


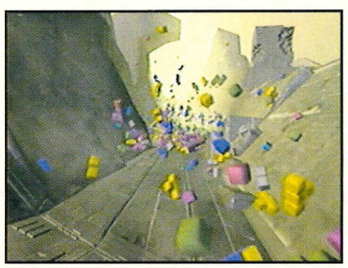
■ Here are more of those bricks again.

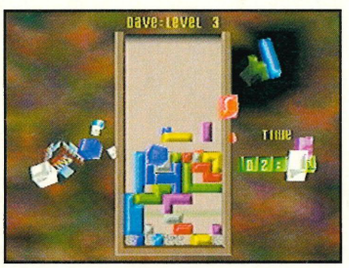


Not surprisingly, The Next Tetris ain't much different from the last one. Blocks fall down; you guide them into the slots to clear the lines. That's about it. Forming part of the new retro re-launch of old Atari games, this fails to offer anything new in terms of gameplay and very little in terms of presentation. In fact, they've actually managed to make the graphics rather poor, which is quite surprising when they're just a series of coloured blocks.

Having played The Next Tetris for a few hours, I've come to the conclusion that, although the original Tetris was an addictive and challenging puzzle game, this well-used ship sailed a long time ago. After playing different versions on various systems, even the most devoted Tetris fan would have to admit it's time to move on.







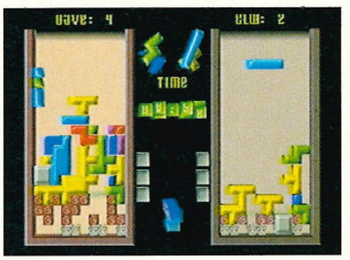
What's New?

Changes made to the game have removed some of the essential elements that made Tetris so challenging. The new 'breakaway blocks' feature, where certain squares can fall independent of their main piece after it has landed, means it's much harder to cock up. The two-player game has also been changed, with your success now causing the opponent's screen to wobble rather than subjecting them to a dose of lines.

This new package also includes a 'pumping techno soundtrack', but instead of forking out £30 for this new game, why not just play an old version of Tetris, which I'm sure you have hanging around somewhere. You could even get your favourite CD out and turn your hi-fi up really loud.

Despite my over-stated disapproval of this game, it still gets points for having the basic ingredients of what was a highly successful and enjoyable puzzler. I hope no-one makes a Next Next Tetris, though.

David Foggon





I hope no-one makes a Next Next Tetris



extreme	UPPERS	DOWNERS	
	It's Tetris Addictive Good practice mode	Tetris again? The worst version yet Wobbly bricks	56%

Memory Card | Analogue Pad | Dual Shock

Publisher THQ | Developer Funcom | Genre Driving game
Released Out Now | Version PAL | Price £34.99 | Players 1-2

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL



It's fast, it's loud and it's furious. Which is why motocross is the perfect sport for a PlayStation game. 'Can THQ pull it off?', asks Saul...





■ The stunts; totally useless, but very spectacular.



■ The supercross tracks allow for the most spectacular air, although they're not as realistically designed as they could've been.

Still, Championship Motocross Featuring Ricky Carmichael is in no way a bad game. In fact, it's very good; just not what I was hoping for after the various preview copies I've had the pleasure of playing. It does, however, offer some of the best bike-based racing action around.

Table-Topped

This is mainly due to the highly-challenging and well laid-out tracks. There are 12 off-road tracks in total, all set in different countries. Most of them are long, outdoor motocross-style tracks with huge, sweeping bends, steep hills, ruts, bumps and jumps, but developers Funcom have seen fit to include a couple of stadium-based supercross tracks. These should consist of tight, sharp corners, huge table-top jumps, double jumps, triple jumps and a variety of whoops to throw you off balance, but they're actually very similar to the outdoor tracks. Still, the tracks all look the part, with solid scenery and a decent level of variety in structure, environment and floor

Some of the best bike-based racing action around

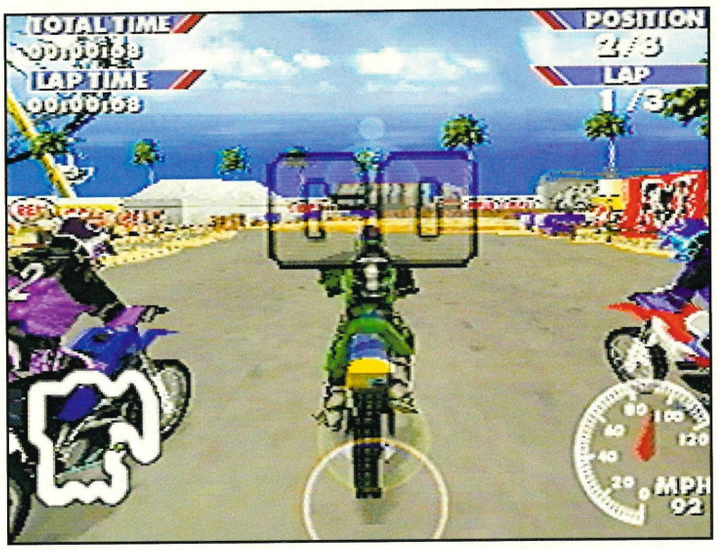


Artistic Licence...

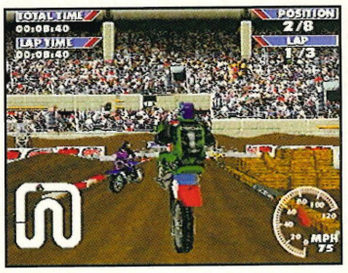
It's a little disappointing that THQ have only managed to secure the licence for one real bike, the Kawasaki KX. The other two models available are mimics of the Honda CR bikes and the Suzuki RMs. Obviously with slight name changes, though. The bikes are about the same in the stats department, but you can change parts before each race to make them more suited to the style of track.



When I originally saw this game, over one-and-a-half years ago, it was called D.I.R.T. And very impressed I was too. Since then, I've seen various incarnations of the title, and every single one has had less to offer than the previous version. Which is a bit backwards, really. It's not that the game has got worse over its development period, it's just that every bit of realism it once had has been slowly and meticulously peeled away to make the final version of the game, Championship Motocross, as mainstream and arcadey as they come. Which is a huge disappointment to myself and a huge army of motocross fans.



■ Unfortunately, you can't rev your engine at the start as in real life, but time it right and you can get a flyer for a holeshot (first to first corner).





■ Make sure you land correctly after the jumps, or you may lose speed, or even wipe out.

surface (it's nearly always bumpy and full of ruts, though).

The quality of the tracks makes no difference if the bike handling and computer AI isn't up to scratch. I'm glad to report it is, even though it's not of the realistic style I was hoping for from playing the earlier versions of the game.

It's simple stuff, really. You've got an accelerator, a brake and a sharp turn that helps you to flick the bike around the tight corners, and a stunt button. If you've ever seen motocross riders in action, you know the kind of heights they can reach off a jump, which is where the stunt button comes in. Just get some big air, hold the stunt button and move the joypad for a spectacular, crowd-pleasing manoeuvre. It's no use in the game, but it's sure good fun.

Holeshot Heaven?

The simple controls in Championship Motocross allow for some incredibly close racing, which really is very addictive. Your opponents' AI helps make things even more frantic as, even when you're out in the lead, you're challenged constantly. It also runs at a high pace which, combined with the challenge the courses offer, means it takes ages to actually become a champion motocross rider. You won't get bored of it, though, and although it's nowhere near as addictive, classy or even polished as the top names in the racing game field, don't expect to be tired of playing for a long time.

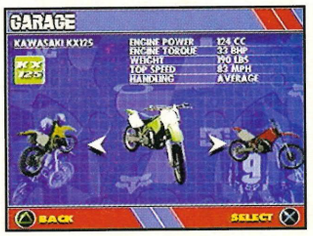
Rather than a motocross simulation, we get a motorbike racing game

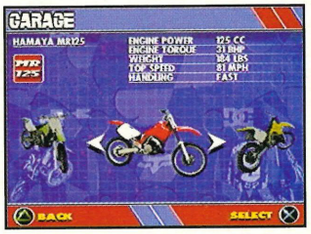
However, had THQ aimed for a hardcore motocross simulation rather than the more mainstream racing market, Championship Motocross Featuring Ricky Carmichael could easily have been classed alongside the racing big boys. As it stands, though, the obvious route has been taken, meaning that rather than a motocross simulation, we get a motorbike racing game. It's a bloody good one, though.

Saul Trewern

Big Bikes

There are three classes of bike to choose from, 125cc, 250cc and 500cc. Each class handles differently, with the largest engine being hardest to handle. In fact, each class of bike requires a different riding style, which adds loads of extra gameplay time to the game. Which can only be a good thing.



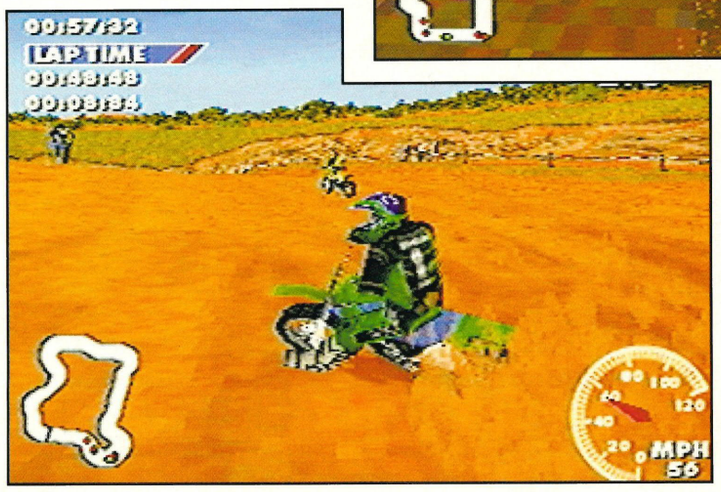




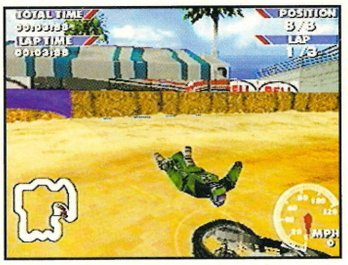


■ Here he is, the man Carmichael himself showing off his skidmarks.

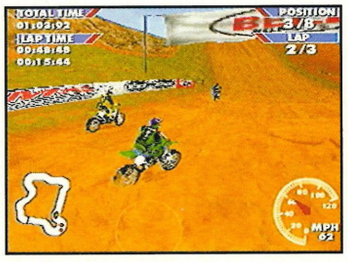








■ The crashing physics aren't really up to much, but they do the job well enough.



■ Hit R1 for a sharp corner and the back end of the bike flicks out. It's quite hard to master, though.

extreme

UPPERS	DOWNERS
Fast, action-packed racing	Not realistic enough
Challenging tracks	No real bikes
Spectacular stunts	Doesn't live up to potential

86%

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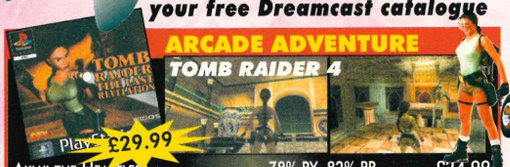
To assist you in choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

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Tomb Raider 3	**93% PY**	**£23.99**
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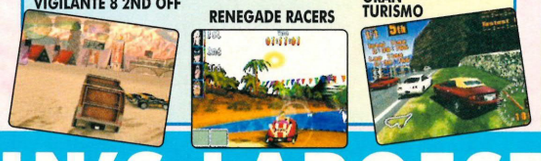
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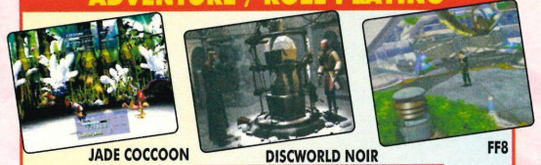
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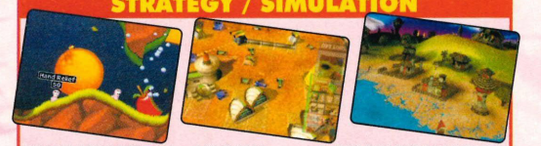
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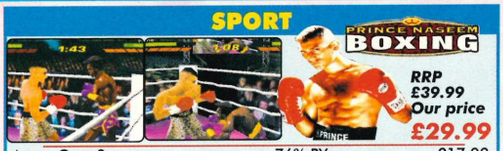


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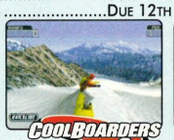
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FIFA 2000





NO FEAR DOWNHILL

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Pool Shark	85% PY	£17.99
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TONY HAWKS



FA PREM MAN 2000


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MULAN


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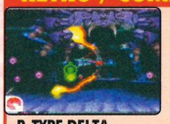

ACE COMBAT 2


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R-TYPE DELTA


PONG



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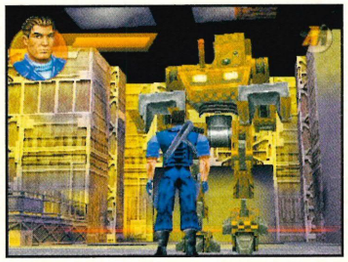
Publisher Hasbro Interactive | **Developer** Microprose | **Genre** Shoot-'em-up /Driving game
Released 22nd September 1999 | **Version** PAL | **Price** £29.99 | **Players** 1

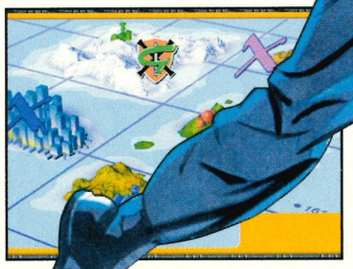
ACTION MAN: MISSION EXTREME



As another toy is reborn on the PSX, Nick climbs into his undersized fatigues and relives his childhood...







Gone are the crew cuts and dodgy plastic hands, for Action Man is now a PSX icon. Nostalgia is a dangerous weakness, and remembering the plastic dolls only highlights my age. These days, Action Man is a different kettle of fish altogether. Rather like the Bond franchise, Action Man is now a modern-day action figure revamped for today's social preferences.



Action Man: Mission Extreme is a hybrid of styles, and varies in quality. The basic premise is to save the world from Professor Gangrene, his arch-nemesis. The opening missions are heavily influenced by Grand Theft Auto, with a top-down view and echoing police sirens. This is, perhaps, the weakest section, with simple graphics and relatively easy missions. Various types of vehicles become available, with numerous rockets and guns attached.

Disappointingly, completing the missions simply involves keeping the old pinkie firmly stuck on the fire button until the bad guys' vehicles are eliminated. The weapons have absolutely no effect on surrounding buildings or civilian vehicles, so long as you keep up with the evading car, you eventually prevail.

Ready for Action...

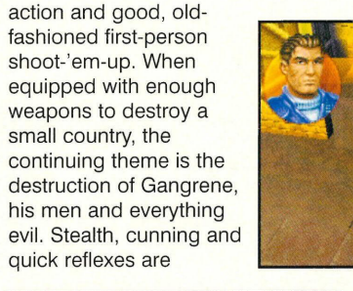
Fortunately, the subsequent missions are far more engrossing. Borrowing from Metal Gear Solid and the Tomb Raider series, you start out with the usual basic weapons, receiving new and more powerful tools as you go.

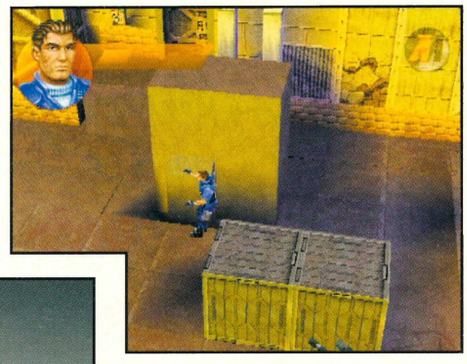
The missions are mix of 3D action and good, old-fashioned first-person shoot-'em-up. When equipped with enough weapons to destroy a small country, the continuing theme is the destruction of Gangrene, his men and everything evil. Stealth, cunning and quick reflexes are required as you tiptoe through the levels. By far the most exciting section of the game, there are plenty of weapons to collect and enough levels to keep you interested for hours.

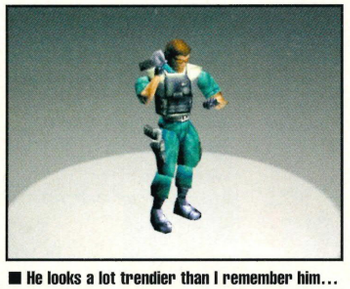
I get the distinct feeling the game is designed for the younger gamer, which is fair enough. What this means in the game, though, is the violence is toned down. There are no blood-baths, no limbs flying left, right and centre or necks to be snapped. The gameplay is adequate, with an emphasis on making it as easy to play as possible. The graphics are finely-detailed and smooth, while the music reminds me of the theme tune to the kids' TV classic, Thunderbirds. The are plenty of levels to keep you entertained, though they're fairly uniform.

If parents are worried about the violence in PSX games, they need not worry themselves about Action Man. In fact, it's probably the most responsible game I've seen in a long while. For the adults, though, it might be a little too easy and slightly predictable.

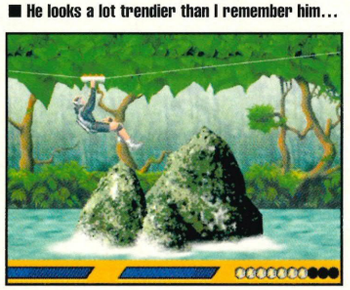
Nick Gear



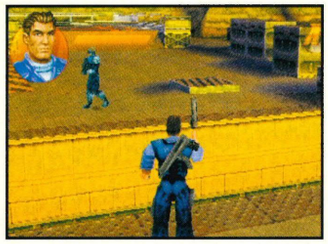


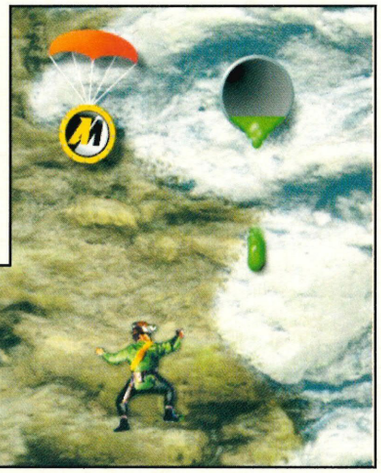


■ He looks a lot trendier than I remember him...



For the adults, it might be a little too easy and predictable





■ It's hard to be a tree-hugging hippie when you're six inches tall.

extreme

UPPERS	DOWNERS
Simple to control	Maybe too easy for adults
Ideal for kids	No crew cuts
Smooth, detailed graphics	Predictable

84%

Publisher Hasbro | **Developer** Atari | **Genre** Retro game
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-4

PONG

Great fun in its heyday, but can it still entertain in 1999? Dave investigates...

I know it seems unbelievable, but Hasbro really do expect you to pay 30 quid for a game consisting of two bats and a ball. Sure, the bats can dance around and make little squeaking noises, but this doesn't constitute something worth spending that amount of money on. Now Tetris, Pong and Centipede on one disc - that would be pretty good value for money. But just Pong?

Bad Smell?

The latest incarnation sees Pong dragged through various locations, from icebergs to football pitches. The main addition is the new intervening obstacles that affect the direction of the ball, such as penguins or rolling logs. This affects the way you block and angle your shots, as you're forced to anticipate any sudden changes in direction. Also, the longer each rally lasts, the more balls come into play, ensuring you stay on your toes throughout.







There's a variety of levels



I must admit at first appearance, I was absolutely appalled with this game, but as I played it for longer, it sped up and the action became more hectic. There's a variety of levels and the game promises power-ups and dozens of screens. Still, it's probably one for retro-gaming fans only.

David Foggon

extreme

UPPERS	DOWNERS
Addictive	The price
Two-player mode	Short-lived
Challenging	It's Pong

68%

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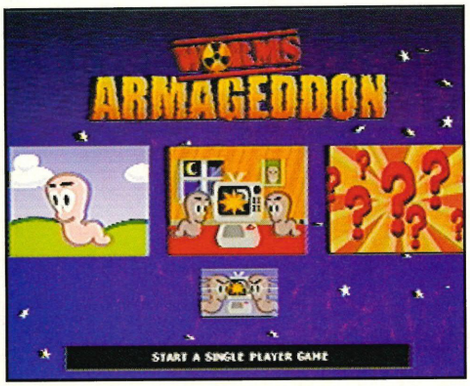
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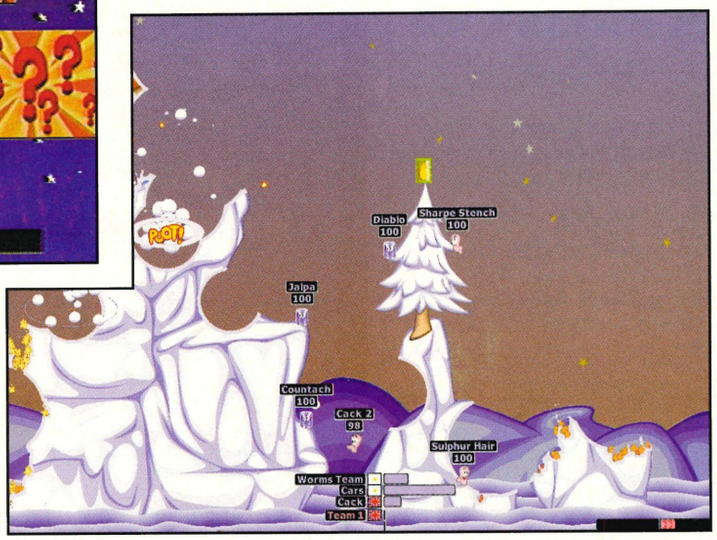
Publisher Hasbro Interactive | **Developer** Team 17 | **Genre** Strategy Sim
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-16

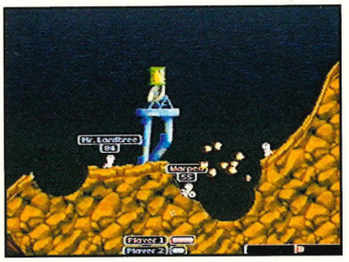
extreme award

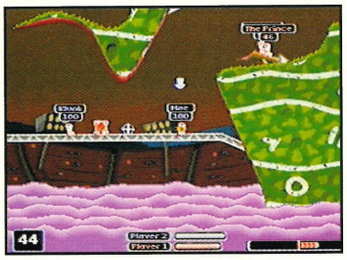
WORMS: ARMAGEDDON

It's War! Nick takes to the (mole)hills once more and battles it out with Team 17's spineless sensations...









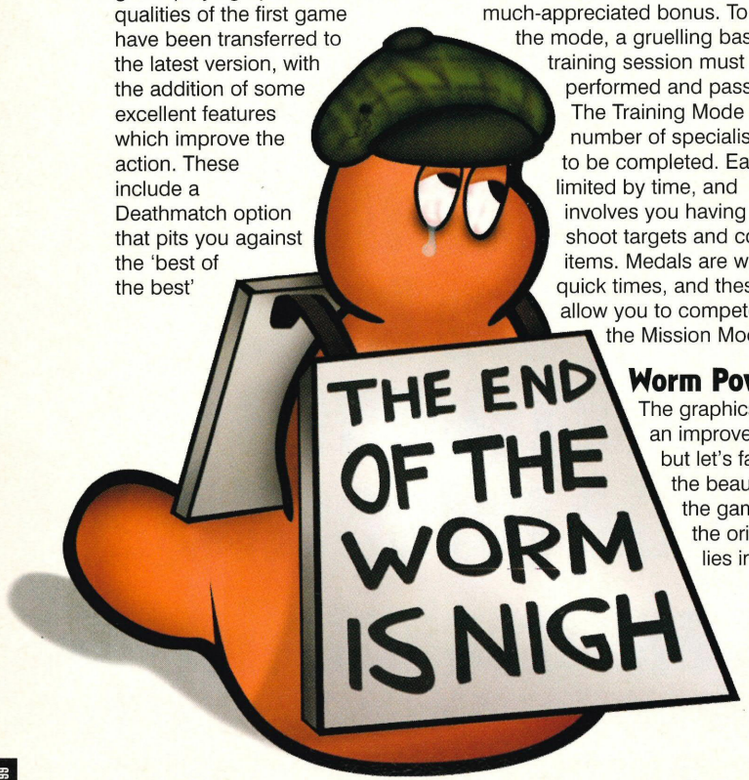


War - it's fantastic! It's all-out armageddon with this follow-up to the hugely-popular Worms. This time around there are more landscapes, including a landscape-generating mode, a larger arsenal of weapons and a full one-player Mission Mode to keep you amused.

As in the original, you can choose up to 16 players, create your own teams and select your game-playing options. All the best qualities of the first game have been transferred to the latest version, with the addition of some excellent features which improve the action. These include a Deathmatch option that pits you against the 'best of the best' worms, and a Quickstart Mode for single or multiplayer mayhem.

The weapons available are basically the same as before. There are a couple of new tools, including a baseball bat and sword, but the funniest has to be the skunk bomb. When let loose, the skunk runs around firing green 'smelly' smoke over anyone near it. Distressingly, any worm infected by the smoke coughs and slowly dies after a few minutes.

The one-player mission is a much-appreciated bonus. To enter the mode, a gruelling basic-training session must be performed and passed. The Training Mode has a number of specialist tasks to be completed. Each is limited by time, and involves you having to shoot targets and collect items. Medals are won for quick times, and these allow you to compete in the Mission Mode.



Worm Power

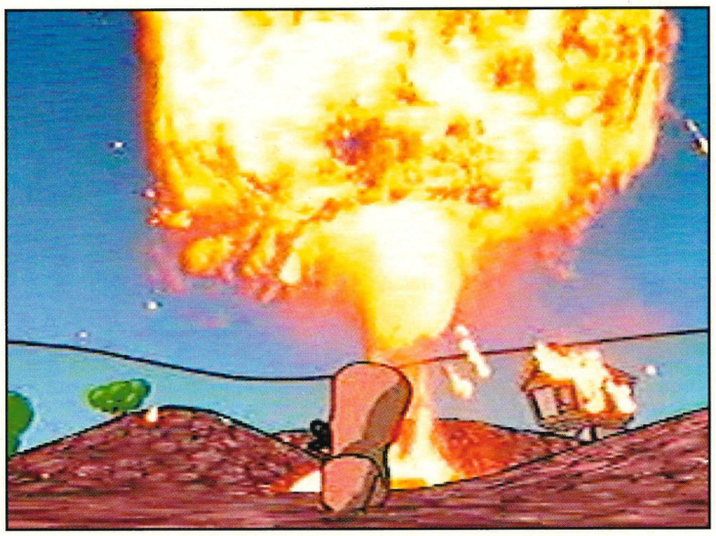
The graphics are an improvement, but let's face it, the beauty of the game, like the original, lies in the vast enjoyment to be had from just playing. Each landscape is simple and colourful, with an astonishing 15 million random scenarios to play. The Custom Tool supports more than 35 additional landscapes too.

The inclusion of a voice bank is a great idea, and improves the longevity of the game. If the worm voices are becoming dull or irritating, you can switch between different accents, including cockney, a number of foreign languages and even a James Bond voice.

War - it's fantastic

As with the original, the game is extremely addictive and fun to play. There's nothing better than blasting your opponent's defenceless worms into oblivion. The extra hand weapons, like the baseball bat, are a great addition. My personal favourite has to be the 'prod'. A great way to finish off your opponent, the prod works by approaching a precariously-placed worm and literally pushing him to his death. Classic!

Nick Gear



■ That's for chopping my brother with the spade...

extreme

UPPERS	DOWNERS
Addictive	More weapons
New weapons	Weak graphics
One-player missions	Erm...

92%

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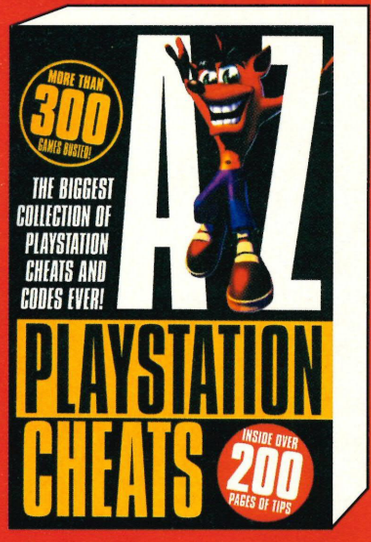
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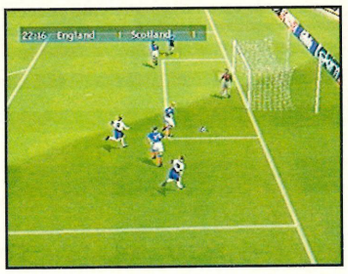
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FIFA 2000

Publisher Electronic Arts | **Developer** EA Sports | **Genre** Sports Sim
Released Out Now | **Version** PAL | **Price** £39.99 | **Players** 1-8

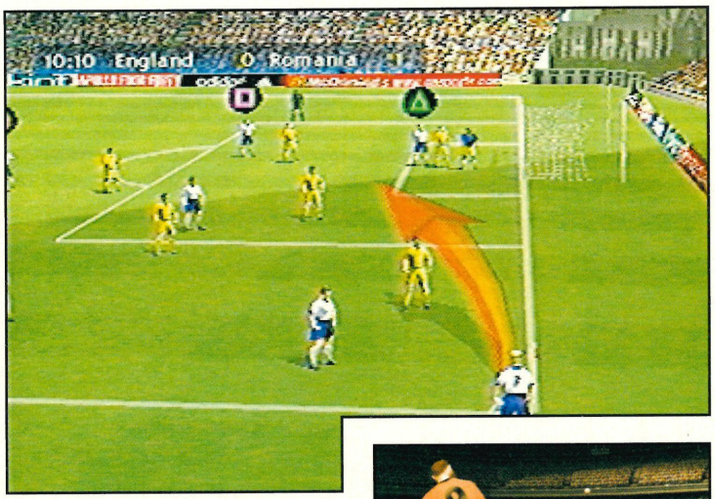
Like turkey, stupendous hangovers and kissing under the mistletoe, a new FIFA game every Christmas has become a tradition. Would Saul rather stick to the stupendous hangovers, though?



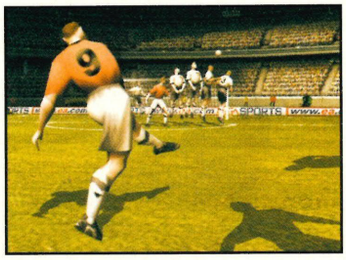
'I'm bored', once sang Iggy Pop, and I can quite well empathise with him. Not because my rock 'n' roll lifestyle has become a constant overabundance of sex, drugs and booze, and I'm pining for a normal, everyday existence. It's simply because every Christmas is the same; a FIFA game takes the Number One spot. It's as obvious as an S-Club Seven song and as tedious as back-to-back screenings of Godzilla, yet year in, year out, you lot buy, or scribble on your Christmas lists, FIFA - in droves.

Well, this year things may just change, because after a resurgence in the quality of FIFA games, things are starting to look grim again. It may be that the competition has finally come of age and games like UEFA Striker and the forthcoming ISS Pro Evolution are pushing the soccer envelope that little bit further, but after a straight three brilliant FIFA games, FIFA 2000 seems to have lost it.

It's not a complete failure, and I'm sure most FIFA fans will wonder what the hell I'm talking about, but there are some huge problems with FIFA 2000 that I simply can't get over.



■ The set-piece system is rather cool. Especially when you manage to curl one in past the 'keeper.



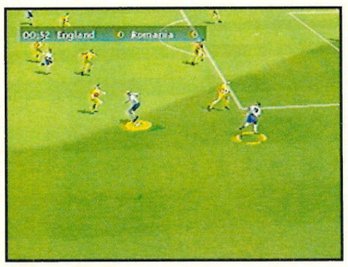
Arcade Action

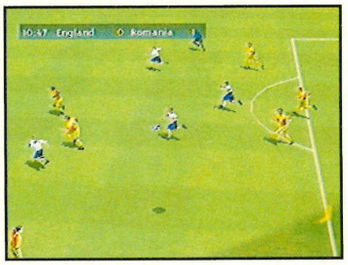
First and foremost is the fact that EA Sports seem to have done away with any thoughts of FIFA 2000 being a football simulation. So what we get is

The game runs at an incredible speed

a fast-paced arcade kick-about, filled with fast and frantic end-to-end action. 'That's good, though, isn't it?', I hear you cry. Well no, actually.

The action on FIFA is so much based on attack/counterattack that you literally find yourself running from one end of the pitch to the









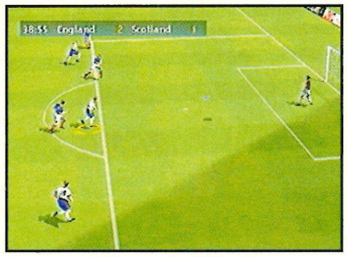
■ He shoots, he scores. Uh, that's it.



■ Watch the sliding tackles, as they often result in fouls.

other. It's more basketball than football, and although some flowing passing and great skilful manoeuvres can be achieved, running back and forth constantly isn't what I want from a football game. Using the space on the pitch is unnecessary, as all that's required of you gameplay-wise is to boot or pass the ball down the field in a straight line. This means that, as you really don't need to use the intricacies of the passing, skill modes and management sections, they're basically wasted.

This is a shame, because all of these aspects are actually very good. The passing is smooth, and



there's the opportunity to pull off some blinding runs and classic goals, but you really don't feel these skills are called on whilst playing; you just go up and down the pitch. The management section is also a little pointless, because the formations don't seem to make that much difference to the game.

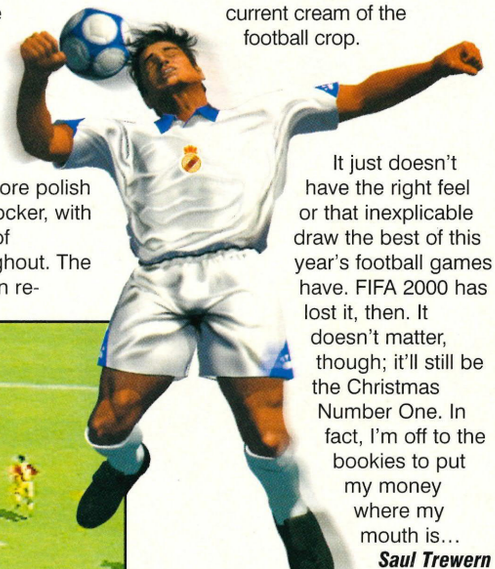
Workhorse Visuals

On the visual front, FIFA 2000 does the usual solid, workhorse job. The game runs at an incredible speed (actually too fast, even on the slowest setting), and the animation is smooth. However, at times the speed seems to negate the response time, and you find the moves you want to pull off don't actually happen. Oh well…

As for the rest of the game, well, it's FIFA innit? There's a ridiculous amount of teams (international & club) which should keep most happy, and you can expect more polish than a Marine's boot locker, with an underlying feeling of professionalism throughout. The menu system has been re-addressed and is now far more straightforward, and the soundtrack is of the usual EA commercial standard - depending on your stance, it either rocks or sucks.

It could never match up to the current cream of the football crop

If FIFA 2000 required you to play a proper game of football, ie. use the skill modes and space on the pitch, the mark we've awarded would increase. Not drastically, though, as we feel it could never match the current cream of the football crop.



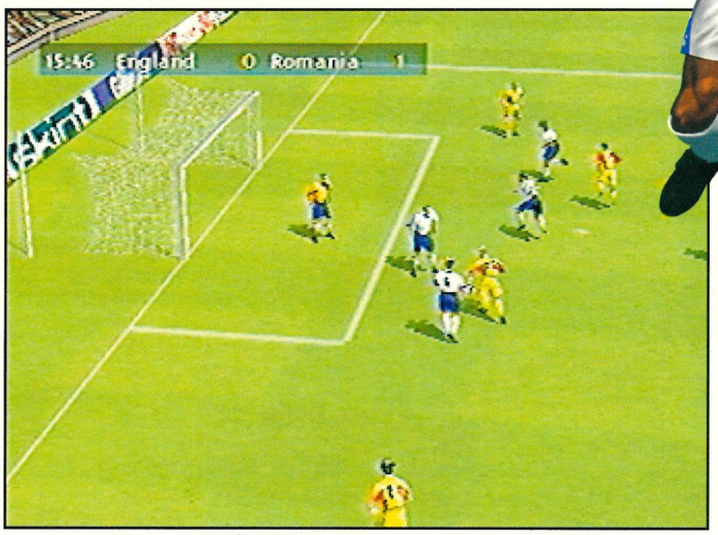
It just doesn't have the right feel or that inexplicable draw the best of this year's football games have. FIFA 2000 has lost it, then. It doesn't matter, though; it'll still be the Christmas Number One. In fact, I'm off to the bookies to put my money where my mouth is…

Saul Trewern

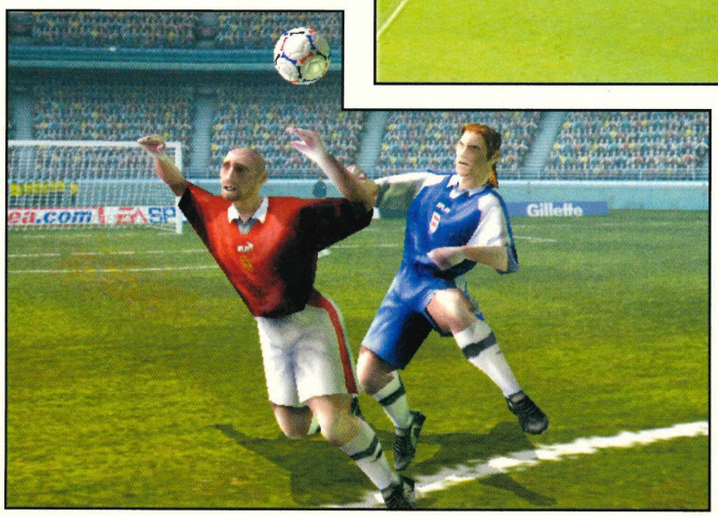
Soccer School

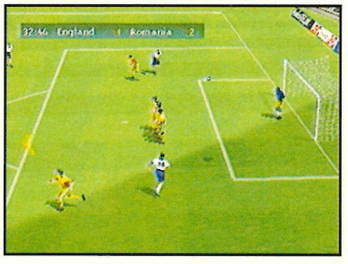
FIFA 2000 has an extensive Training Mode that allows you to perfect your in-game skills. However, as the skills on offer aren't really needed that much in the game, you won't find too much use for this. Apart from the set-piece training, which allows you to perfect your ball-swerving skills and dead-shot abilities.











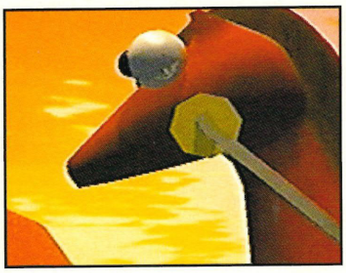


extreme

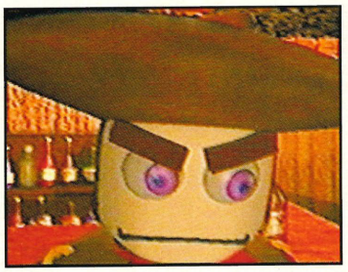
UPPERS	DOWNERS
Fast & Frantic	Maybe too fast
Loads of teams	Can be samey
It's a FIFA game	It's a FIFA game

76%

X-rated





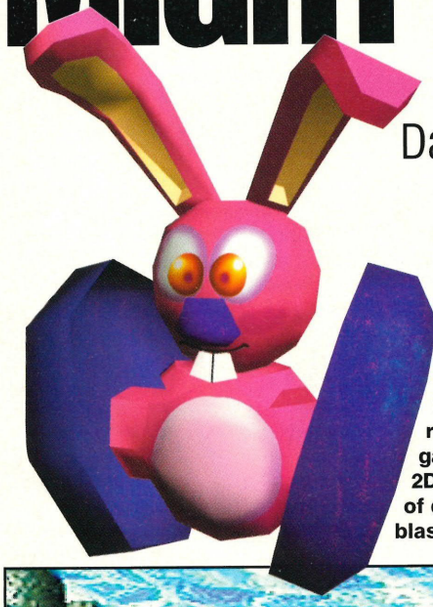




Publisher JVC | **Developer** Altron | **Genre** Lightgun game
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

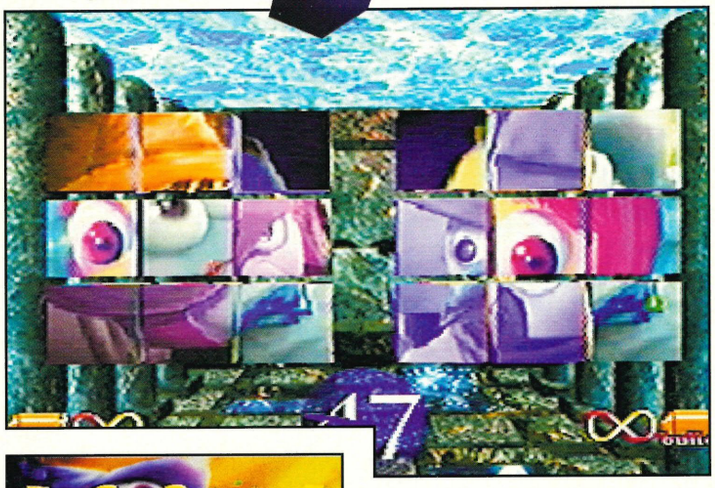
MIGHTY HITS SPECIAL

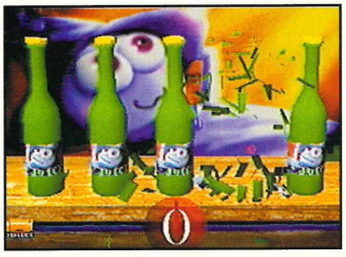
'Ask yourself a question - do you feel lucky, punk?' Dave retorts as many Dirty Harry lines as we can handle...



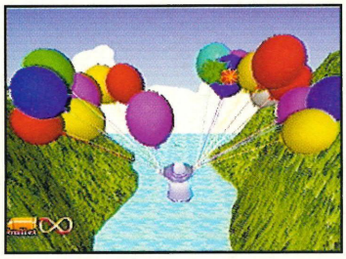
So far, the title of Undisputed King of Lightgun Games belongs to Point Blanks 1 and 2, so when JVC offered the first real competition, I just had to check it out. But can this really challenge a title that revolutionised shooting games, with its unashamedly 2D graphics and combination of quick thinking and rapid blasting? Well, not really.







■ Screens like this owe a lot to Point Blank.



■ Shoot the balloons to make him land on the raft.

Don't get me wrong - I really enjoyed this game, as it successfully manages to mix some of the most interesting aspects of Point Blank with its own individual style. But there aren't as many screens or game modes in this one.

There are three modes in all - One-Player, Two-Player and Versus. In contrast, Point Blank 2 has four, plus a multiplayer option. One of Mighty Hits' strong points is the fact that, unlike its rival, it uses a similar cartoon style but with more three-dimensional gaming. This allows for the balloon screen, in which you have to time your shooting of the balloons with the approach of a raft, requiring you to judge the trajectory. It's screens like this that could've given Mighty Hits one over on those Namco boys, but they don't crop up often enough. The rabbit screen again provides something different, as you need to watch carefully and shoot the hidden blue rabbit. Unfortunately, the Versus Mode lacks imagination, requiring you to do little more than just blast your opponent.

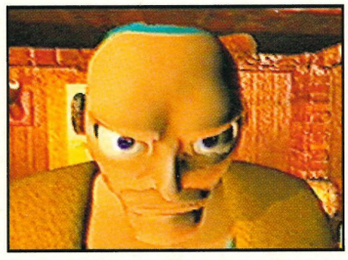
A very playable and intelligent shoot-'em-up

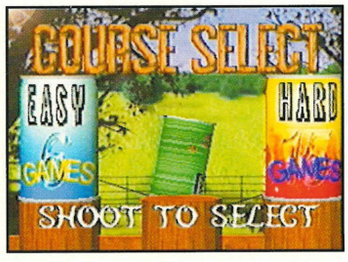
Light Weaponry

This game can offer the same enjoyable action as Point Blank 2, but unfortunately without the same diversity; nor is it as challenging. It's also fair to say several screens are too similar to Point Blank's. The screens are bright and colourful, with some nice 3D scenarios, plus bonus stages that can be reached by obtaining high scores. Some of the levels give interesting angles on lightgun shooting and the Two-Player Mode is good fun, although the Versus Mode could've been elaborated on.

If you're torn between buying this and Point Blank 2, the latter is definitely better value for money, but this is still a very playable and intelligent shoot-'em-up.

David Foggon





extreme

UPPERS	DOWNERS
Tactical shooting Nice to look at Bonus Stages	Short-lived Based on Point Blank 2 Few modes

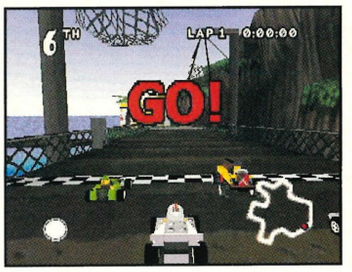
83%

Memory Card | Analogue Stick | Dual Shock | Steering Wheel

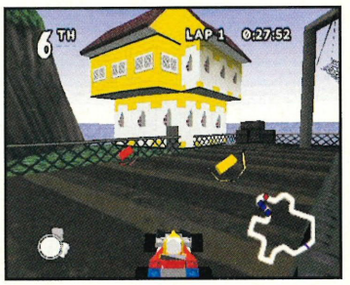
Publisher Lego Media | **Developer** High Voltage Software Inc. | **Genre** Driving game
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2



LEGO RACERS







■ These Lego pieces on the track are power-ups, not graphical glitches...

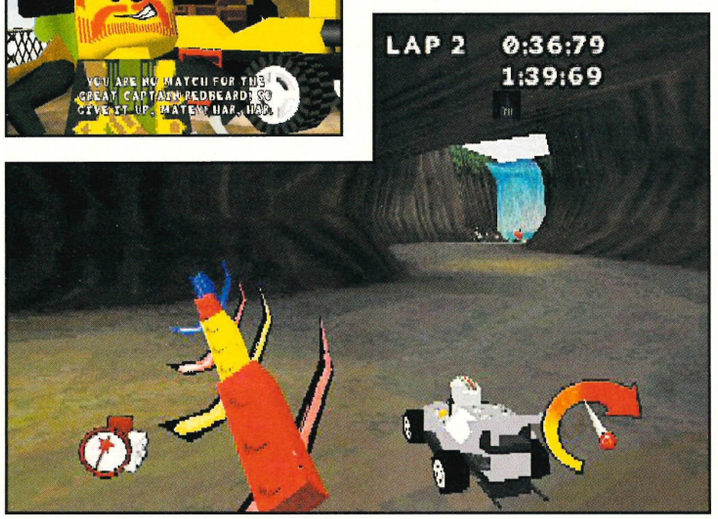
Remember those happy days building cars and buildings out of little plastic blocks? Things have progressed since then; Lego's not just kiddie entertainment nowadays, as Claire found out...

Yes, I too had a box full of the blocky blighters, and when I could find the pieces, I spent many an hour constructing potential works of art. Lego Media obviously couldn't resist the temptation to turn the fun pastime into something PlayStation, and who can blame them?

They didn't have to spend hours at the drawing board scratching their heads wondering what to do with this game; all the elements found in Lego were already in place. And that's the problem; they took the principle behind their building blocks and just hoped for the best!

Yes, you can build your own driver, male or female, giving them their own personalised attire and hairdo and even a driving licence. Not only that, but you can build your own car out of any coloured Lego bricks you choose. Then you make your move onto one of the 12 available tracks based on four of the most popular Lego themes: Pirates, Castle, Space and Adventurers. This must be the only game in existence where the developers can get away with blocky graphics. I just hope they achieved them on purpose.





Next to Crash Team Racing, it just doesn't stand a chance

Rocket Man...

There's a main dude called Rocket Racer who sets you the challenge of defeating the greatest Lego racing champions. Maybe you recognise faces such as Alpha Dragonis, Sam Grant, Rob 'n' Hood and Captain Redbeard; or maybe you don't. Each of these racers has their own personality and racing style (apparently, though I couldn't tell the difference), and you need to defeat each of them on their home turf.



To help you along are power-ups scattered around the track, such as turbo boosts, oil slicks and grappling hooks that take hold of the racer in front of you and pull you in front of them (nice touch). The tracks present their own problems as well, and you have to use some of the power-ups to make headway. For example, in the Magma Moon Marathon there are barrels that can be shot away to reveal a short-cut, or lava geysers to skilfully avoid.

But what a disappointment, though; the cars don't steer, the power-ups aren't all that inspiring (apart from the grappling hook), and next to Crash Team Racing (see Page 36), it just doesn't stand a chance. If I were you, I'd stick to the real thing; build your own car and raceway and play against three-dimensional people. It's much more fun!

Claire Webster

extreme

UPPERS	DOWNERS
A clever idea	Dire graphics
You can build stuff	Cars don't steer
Brings back memories	A waste of money

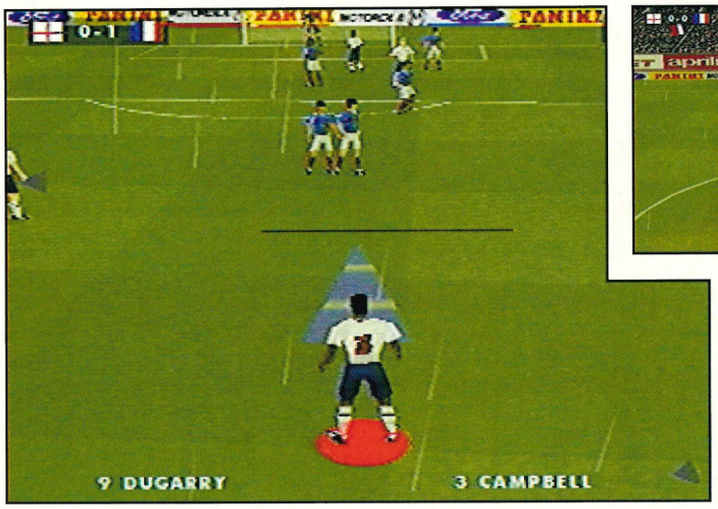
58%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

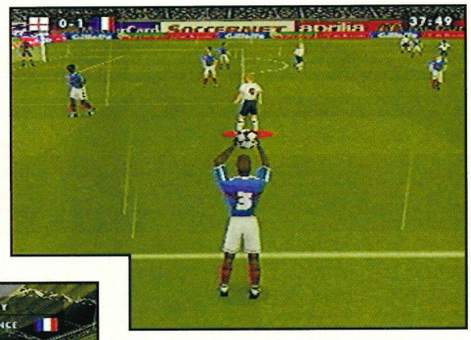
THIS IS FOOTBALL

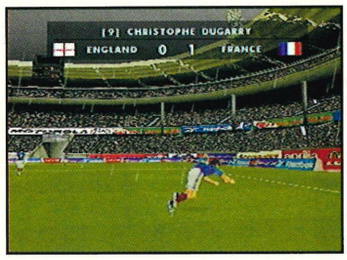
Publisher Sony CEE | **Developer** Sony CEE | **Genre** Sports Sim
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-8

'He's football crazy, he's football mad'. Greg gets the Bovril in with Sony's big footy title...

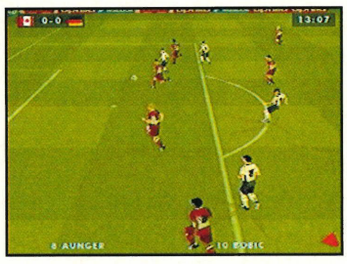








■ Goal celebrations - don't you just lurrrve 'em?



As titles go, the latest from Sony would surely win awards for succinctness. This is Football, eh? Whatever next? This is a Driving Game (no.11876)? Title aside, we were glad to get our hands on this alleged ISS-beater, which has been in development for aeons. With 230 teams, 20 tournaments and authentic player names, you should be kept busy, but bald stats only tell half the story. Plenty of footy fans couldn't care less about the Champions League and would rather pair Southampton with Bradford. This is Football allows this, along with accurate European domestic leagues and the obligatory International options.

Graphically, This is Football is more Ginola than Batty, with nicely-animated players legging it from box to box and a relative lack of button/animation delays. The stadiums are well represented, with Clive Tyldesley offering adequate vocals.

Game of Two Halves...

Looks may kill, but they don't win footy matches. Thankfully, This is Football plays a good game. Passing is easy to pick up, and more talented players are able to whiz the ball around before playing Le Tissier-esque 40-yard through-balls. We demand more, though, and This is Football does a reasonable job, allowing you to attempt to pick your spot with a bit of practice. Despite the annoying angle change when shooting, you need to use some after-touch.

This is Football's real shouting point is its use of replays

Potential stars need something different to stand out in the crowded midfield of footy games, and This is Football's real shouting point is its use of replays. Much like GT did for racing games, the humble replay is turned into something far posher. With a trigonometry set's-worth of angles and ample options, you can save that scrambled injury-time winner for posterity.

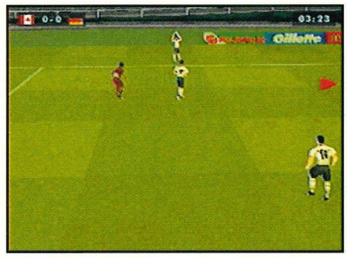
This is Football is not without its faults, though. CPU goals often follow a 'cut in from by-line' route, the knock-on ball is not always useful and some of the shooting angles are deceiving. But the look, feel and replays mark out This is Football as a top five challenger rather than a relegation candidate.

Greg Howson



■ The replays allow you to view the action from any angle...







extreme

UPPERS
Fluid passing and tackling
Replay heaven
Great to watch

DOWNERS
Samey CPU goals
Erratic camera at times
Problems in team line-ups

89%

Memory Card | Analogue Pad | Dual Shock | Steering Wheel

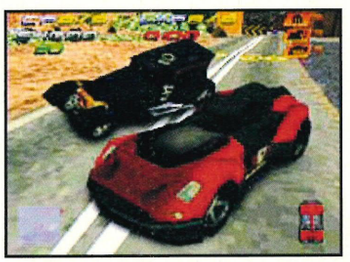
Publisher Virgin Interactive | **Developer** SCi | **Genre** Driving game
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-2

CARMAGEDDON

Like Catatonia, Greg is suffering from road-rage...



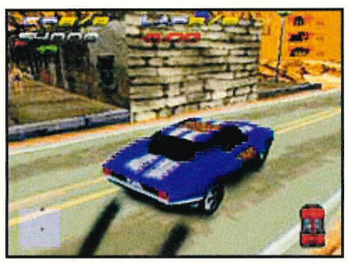
You know how it is. You've driven many miles, with the rain beating down, and still there's no sign of a service station. Then suddenly, right in the road, a lumbering, slobbering zombie walks towards you, muttering something about brains. This is more like it. You hit the accelerator and speed into the walking dead, pausing only to activate the wipers to clear your blood-spattered screen. Now imagine you're in a race against a host of similarly-merciless drivers, all intent on winning the contest by whatever means necessary. This is the setting for Carmageddon, the driving/killing game which mixes competition, missions and comedy road rage.



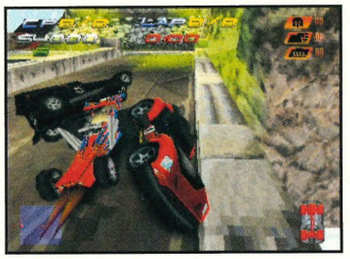
■ Collision Number 7,321.

Carmageddon is a short-term attraction

When originally released on the PC, the game caused outrage in Parliament, with MPs embarrassing themselves with their lack of videogame knowledge. However, this outcry masked the fact that







Carmageddon was not quite the game it should have been.

Getting Physical...

On the PlayStation there are new levels and cars, but essentially it's very similar. As Max Damage (or one of the other similarly-manic characters), you must race on 30 tracks in ten different areas, with lots of weapons at your disposal.

First impressions are disappointing, with the wobbly track and glitchy horizon surely inexcusable in these days of Wip3out graphical genius. But you soon forget all this as you race away, hitting other cars and running over the pleasingly-squashable zombies. The vehicle physics are excellent, and you really feel part of it when your car spins off after a collision. There are numerous power-ups to be collected and there's plenty of exploration to enjoy, with the races themselves taking place off- as much as on-track. Include a handy split-screen, two-player mode, with different objectives, and surely everything looks rosy?

Well, not quite. Initially, the enjoyable zombie destruction and head-on car-bashing is fun, but the appeal wears off remarkably quickly. Your computer opponents are not overly clever, and are also unable to use power-ups, which is particularly unfair. Everything speeds along nicely and the inclusion of missions helps, but Carmageddon is a short-term attraction.

Greg Howson



extreme	UPPERS	DOWNERS	
	See that car bounce Zombie massacre The car physics	Wobbly graphics Doubtful long-term appeal Dull music	72%

Memory Card | Analogue Pad | Dual Shock

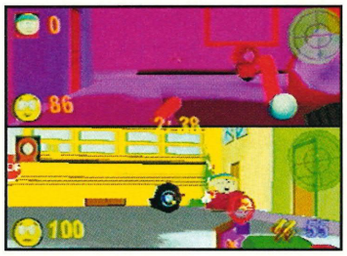
SOUTH PARK

'Is it worth killing Kenny?', asks Ian...

On paper, this should be great - it's Doom in South Park, featuring all the popular characters from the controversial TV series, including Chef, Kenny, Cartman, Kyle and Stan. Alas, it's shite.







The graphics are minimalistic, but if they weren't, it wouldn't be South Park. There's no excuse for their lack of interactivity, though - the levels are bland and featureless, with little to do but walk towards the exit, blasting baddies. This problem is aggravated by the appalling fogging - when was it programmed?

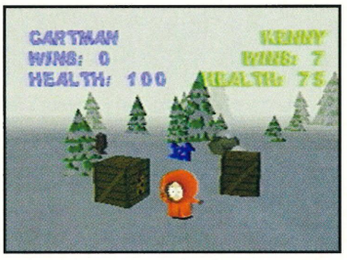
What a waste of a licence...

There are loads of Doom-style weapons to collect, and all are amusingly South Park. Look out for snowballs, sponge guns and toilet plungers. Unfortunately they're hopelessly illogical, taking the tactics out of weapons selection. What a waste of a licence...

Ian Osborne



■ **Beating the boss baddies is a frustrating exercise...**



extreme	UPPERS	DOWNERS	
	It's South Park Nice range of weapons Erm...	Flat gameplay Poor level design Stiff controls	29%

Publisher Acclaim | **Developer** Acclaim | **Genre** First-person Shoot-'em-up
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

Memory Card | Analogue Pad | Dual Shock







The original blaster returns, and Ian's there to meet it...

SPACE INVADERS

It's Space Invaders. With better graphics. And a few tweaks here and there. Can I go now? Oh, all right, I'll review it properly...





The endless columns of aliens are there, moving side to side once more. The sheds that protect your ship (which is anchored to the foot of the screen) can be moved upwards now, and the motherships that fly overhead drop power-ups when hit. Another way of winning power-ups is to hit four similarly-coloured aliens in succession.

As a game, Space Invaders isn't baaaad, but it's hardly the deepest blaster around, even with the enhancements. Also, the standard screens are piss-easy compared to the boss baddie after them. Still, it'll be selling for around a tenner pretty soon - at that price, it's okay for a while...

It's hardly the deepest blaster around

Ian Osborne

extreme	UPPERS	DOWNERS	
	It's Space Invaders Easily accessible Fun	It's Space Invaders No longevity No depth	60%

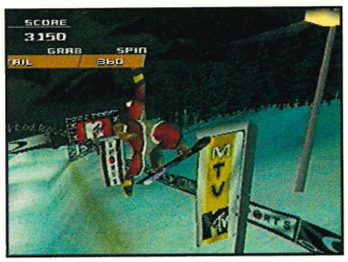
Publisher Activision | **Developer** Z-Axis | **Genre** Shoot-'em-up
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

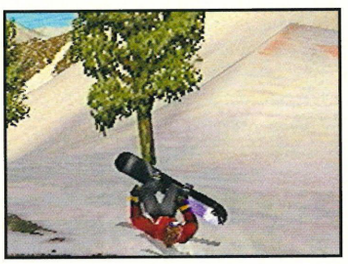
Memory Card | Analogue Pad | Dual Shock

Publisher THQ | **Developer** Radical Entertainment | **Genre** Snowboarding game
Released 26th November 1999 | **Version** PAL | **Price** £29.99 | **Players** 1-2

MTV SPORTS: SNOWBOARDING

A combination of extreme sports and phat tunes sounds like a match made in heaven, so Dave took to the slopes to test the calibre of THQ's new trick-fest...





■ "Mind you don't crash into that tr..."

A snowboarding game inspired by the music of MTV and featuring resorts from around the world? Sounds pretty tasty, doesn't it? And yes, this is a very playable and reasonably accurate portrayal of life on the slopes with a sheet of plastic between you and several tonnes of frozen H_2O. But it does let itself down due to a lack of diversity.

MTV features resorts from around the world, and an incredible 46 tricks and stunts, many of which you have to discover yourself by experimenting with the basic controls. There are seven riders to choose from, each with their own moves and styles. This, combined with five different events in Challenge Mode and five different game modes, should provide lots of longevity. The impressive graphics are interrupted occasionally by some unfortunate clipping and pop-up, but overall they remain descriptive and, although quite rough, accurate. Animation is smooth, with the movement and behaviour of the riders accurately depicted. One of the major strengths of this game is the incredible height that can be achieved from jumps and falls.



This is a good snowboarding game, but they do come better

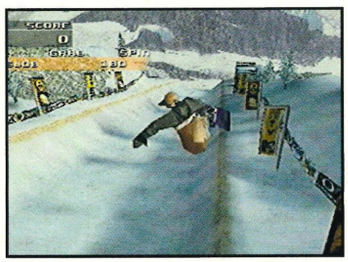
On Track...

Trouble is, the tracks are too simplistic - no tunnels, frozen lakes or roads to skate over, just ramps, pipes and rail slides. Nor is there any variety in the snow's textures - it's the same throughout instead of having hard snow, soft/fluffy snow or ice. There are only five different resorts to choose from, when jumping it's too easy to land and the button arrangement is too awkward to master. Surprisingly, the soundtrack also leaves a lot to be desired. Promising music from 'some of today's hottest bands', you might expect a bit of Chemical Brothers, possibly some Fat Boy Slim, maybe even a hint of Blur's Song 2? But instead you're swamped with dated acts like Ministry, Lagwagon and Fear Factory. Eh?

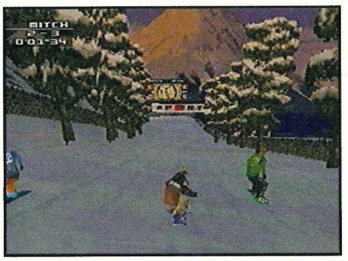
This snowboarding game has certain elements that prevent it from being a serious challenger to Cool Boarders 3, but with a large variety of stunts, some incredible jumps and seven individual riders with their own moves and styles, it certainly has enough going for it. More should have been made of the MTV licence, while a damage bar to restrict any ridiculously audacious stunts and a time-limited tricks run would both have improved the gameplay. Some additional courses could have provided much-needed diversity, while the create-a-park option lacks depth. This is a good snowboarding game, but they do come better.

David Foggon

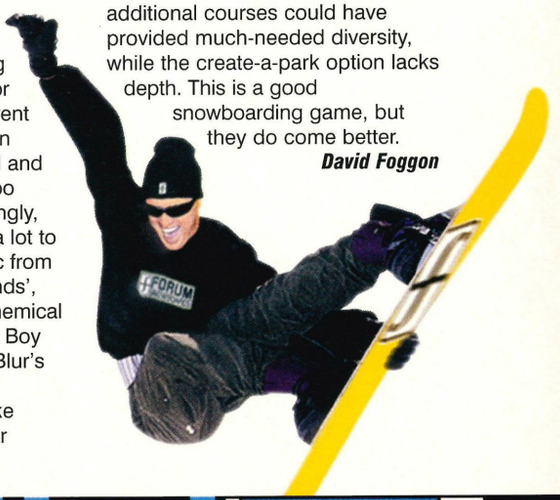




■ Use the half-pipe to build up some huge scores.



■ Challenge Mode features a time trial comp.



extreme

UPPERS	DOWNERS
Challenging	Not enough courses
Phat air	Disappointing music
Rider styles and tricks	Clipping and pop-up

83%

X-rated

RISING ZAN
THE SAMURAI GUNMAN

Publisher Agetec | **Developer** UEP Systems | **Genre** Beat-'em-up
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1

The Wild West with a twist of martial arts combat skills, mixed and blended by Zan the Hero - 'weird', says Dave...



The story of Rising Zan: The Samurai Gunman is based around a young man from the Old West called Johnny, who had always dreamed of being a hero. One day he suddenly takes a turn for the worse and decides to follow the mysterious man Zipangu to the Far East to learn the secrets of the sword. After years of training, Johnny changes his name to Zan, and returns to his home town, where he finds the townspeople in great danger. Now, with the heart of a gunman and the soul of the sword, Zan is ready for action.

On starting the game, you're prompted to select either Start Story, Training, or Options. The Story Mode is the main section of the game, which is divided into various stages that increase in length and difficulty as you progress. The Training Mode provides an ideal opportunity for beginners to learn and master the controls before heading out into the Wild West, while the Option Mode provides the usual settings you'd expect to find in a beat-'em-up.



The soundtrack and effects are sufficient throughout the game, and each stage concludes with an unusual rating system, ranging from 'chicken' to 'super ultra sexy hero', depending on your performance during that stage; this is then followed by additional storyline before the next level begins.

With all this said, Rising Zan does have certain elements that fighting fans will like, but it's definitely recommended you try before you buy!

Dave France

The gameplay is not very intense, but offers various moves with each weapon

YEEEE-HARRR!

The third-person gameplay is similar to that of Duke Nukem, but lacks decent camera controls, which makes certain tasks really frustrating to perform. The graphics are standard, and are occasionally non-existent in the background, while the sprites are badly drawn and rough around the edges. The gameplay is not very intense, but offers various moves with each weapon, and a small selection of combination moves. Unfortunately the controls are awkward and feel stiff, which doesn't help when trying to out-manoeuvre a wave of enemies, and only increases frustration.



■ Zan knew how to treat the ladies.



■ Boss in a box!





Gun and Sword

The Training option takes you through four atriums, defence, jump, sword, and gun. With on-screen controller display and step-by-step commentary, each atrium teaches you how to use and combine the basic and essential fighting skills with ease.



Defence



Jump



Sword



Gun

extreme

UPPERS	DOWNERS
Easy to play	Poor camera adjustment
Good tutorial	Weak storyline
Rating system	Non-addictive

66%

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FOR SONY PLAYSTATION

TAKE EVERYTHING YOU KNEW ABOUT DRIVING GAMES... & FORGET IT ALL

TOP DRIVE REACTOR *re-writes the rules!*

BACKWARD COMPATIBLE DUAL-SHOCK

ACTIVE FEED BACK



Drive to the extreme with the explosive new REACTOR the totally rad controller from *Logic 3*. Whatever the terrain, the TopDrive REACTOR can handle it as you fight the force of the REACTOR'S 'Hi-Torsion' re-active gearbox and feel the force of the engine through the dynamic feedback of the TopDrive REACTOR. Rugged construction and cool styling make every race a white knuckle ride. The REACTOR'S unique ***'Jog-Con'*** & ***'Dual Shock'*** compatible engineering gives games like *'RidgeRacer R4'* a completely new feel. The REACTOR'S technology is backwardly compatible with all your old *'Dual-Shock'* games giving classics like *'Gran Turismo'* & *'Colin McCrae Rally'* a new lease of life. The REACTOR also features EDC – Electronic Dynamic Centring, *Logic 3's* unique springless mechanics which use high accuracy gears to achieve unbelieveable roadholding with fantastic steering control. In tests no other car controller even touches it! So go ahead, assault

FASTEST DRIVING DEVICE – THERE'S NO COMPARISON

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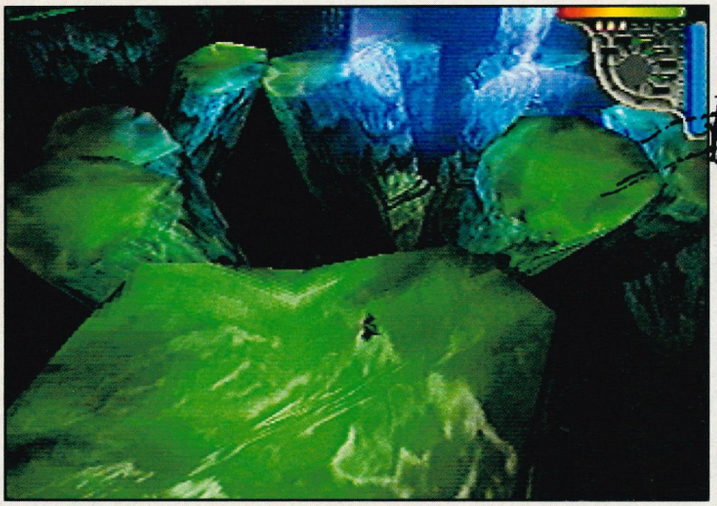
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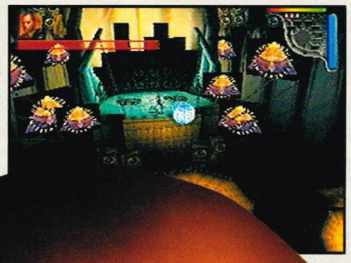
platinum X-rated

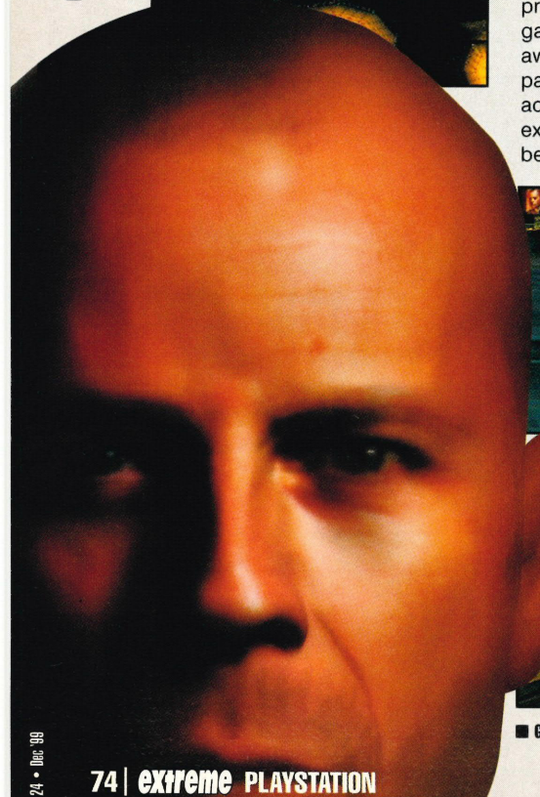
APOCALYPSE

'Can't we just be friends? No, we can't!' Dave launches into this 3D blaster in style...











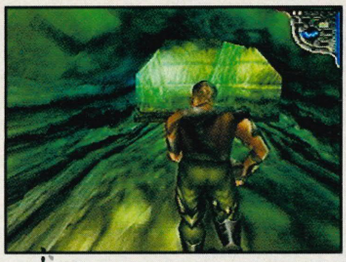


■ Get ready for a toasting!

Publisher Activision | **Developer** Neversoft | **Genre** Shoot-'em-up
Released Out Now | **Version** PAL | **Price** £19.99 | **Players** One

Starring Bruce Willis and alternative rock babe POE, this adventure sees the world under threat from Biblical creatures, with only our man Brucey to stand in their way. Call it what you will - blast-'em-up, shoot-'em-up, 3D blaster - it's literally just gun-toting action in its purest possible form.

This doesn't detract from it being a great game. Its varied enemies each have their own abilities and weaknesses, and the environments are imaginative and well designed. It's possible to progress through this game without straying away from the main game path, but you can also achieve handy bonuses by exploring new areas and finding better weapons or extra lives.





■ Jump between platforms to reach the bottom.

Blood and Bullets...

Let's face it - we all love running around blasting evil scum with a variety of ass-kicking weapons, and Apocalypse provides you with this in abundance. Not only that, but you also get to hear the kind of witty one-liners that made Bruce such a hit in films like Die Hard. It's kind of a third-person version of Duke Nukem, only without the porno mags.

If you like that sort of game, you'll relish this Platinum release, because the kills are satisfying and the settings are superbly designed, with detailed, smooth and involving environments. My only two concerns are the twitchy controls and lack of variety within the gameplay. This is because blasting monsters is pretty-much all you're required to do, and the game demands minimal strategic thinking. This isn't necessarily a negative thing, however, as there aren't too many decent pure blasting games available.

If you fancy an honest, straightforward shoot-'em-up without any of that puzzle nonsense, Apocalypse does this better than most. This is one big helping of no-messing, evil-trashing explosive action. And hey, it's great fun.

David Foggon

Hey, it's great fun





extreme

UPPERS	DOWNERS
Atmospheric levels	Twitchy movement
Bruce's one-liners	Too simple
Great fun	Easy bosses

90%

dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

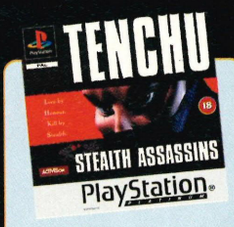
It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff without actually having to pay for them first. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

THE FANTASTIC NEW WAY TO GET PLAYSTATION STUFF!!

DELIVERY IN THREE DAYS!!

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When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing! Offer closes 7.1.200



Tenchu
0906 2223302



Grand Theft Auto
0906 2223301



Grand Theft Auto 2
0906 2223004



TEKKEN 3
0906 2223305



Gran Turismo
0906 2223304



Gran Turismo 2
0906 2223000



Final Fantasy VII
0906 2223309



Final Fantasy VIII
0906 2223001



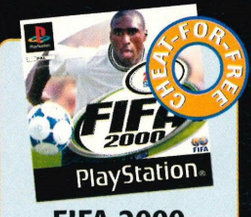
Resident Evil 2
0906 2223303



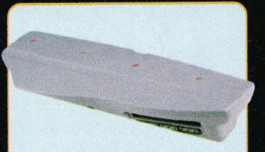
Metal Gear Solid Special Missions
0906 2223306



Dino Crisis
0906 2223002



FIFA 2000
0906 2223003



Multitap
0906 2223310



24 Meg Memory Card
0906 2223317



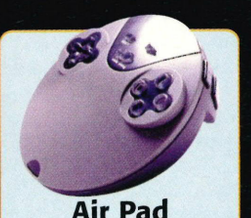
Dual Shock & 1 meg memory card
0906 2223316



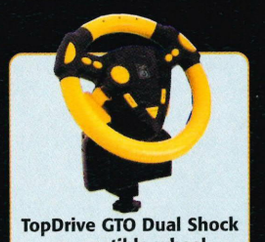
Recoil Light Gun & reload pedal
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Cheat Card
0906 2223315
If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!



Air Pad
0906 2223313
Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



TopDrive GTO Dual Shock compatible wheel
0906 2223005
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

There's loads more PlayStation stuff available than listed here. Just listen to the Dial-a-Game™ service for full details.



dial A cheat™

The nation's fastest and most comprehensive cheat service.
Dial-a-Cheat™ - an absolute must for all self-respecting PlayStation heads.

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Bang on the tip

Calls cost 60 pence per minute.



Calls cost £1.00 per minute. The maximum cost of call for all products is £22 with the exception of items displaying the 'cheat-for-free' badge which are £42. make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 2611320. Game:24/7 PO Box 247, Leeds LS16 8XJ.

on import extreme

OVERSEAS NEWS

All import titles are available from PROJECT K (Details available on page 97)

PS2 PRICE PROTEST

According to a Japanese survey, only 17% of those questioned felt the PlayStation 2 was fairly priced at 39,800 Yen. This means an amazing 83% of respondents thought the price, the equivalent of around £235, is too high.

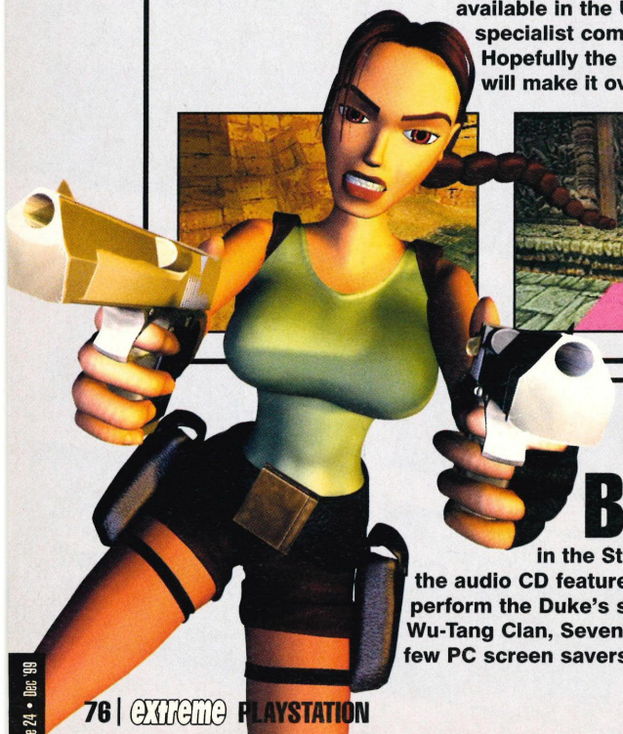


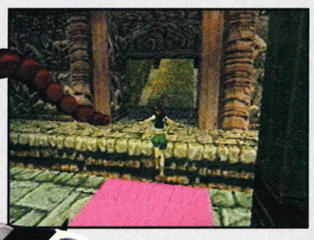




LARA TAKES USA BY STORM...

Tomb Raider: The Last Revelation is set for a big push in the States, with a huge TV advertising campaign. A Lara Croft candy bar is to hit US stores later this month, as is a new Tomb Raider T-shirt and action figure. The inevitable Tomb Raider monthly comic arrived on 1st November, and is available in the UK through specialist comic importers. Hopefully the other Lara goodies will make it over here too.





FINAL FANTASY VIII SOUNDTRACK HITS THE UK



Import specialist Project K has brought over a limited number of Final Fantasy VIII music CD collections, and packaged them with some additional Final Fantasy-related goodies.

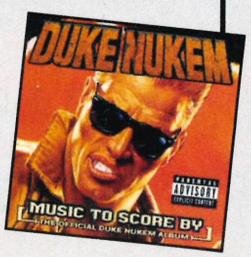
Entitled Final Fantasy VIII Original Soundtrack, the four-CD boxed set contains all the music from the game, and more. Composed, arranged and produced by Nobuo Uematsu, the music is of an almost-hypnotic quality, at times ambient and Japanese, others stirring and uplifting.

Also included are a detailed, full-colour booklet featuring FFVIII artwork, four Final Fantasy collectors' cards and a Sleeping Lion Heart keyring, exclusive to this pack.

Final Fantasy VIII Original Soundtrack isn't cheap at £65.99, but it's incredibly playable. For more information on this and more, check out Project K's ad on Page 97.

MUSIC TO SCORE BY?

Believe it or not, Red Interactive has just released the official Duke Nukem soundtrack album in the States. Entitled Music to Score By, the audio CD features tracks from Megadeth (who perform the Duke's signature tune), Type O Negative, Wu-Tang Clan, Sevendust and more. There are also a few PC screen savers.



LANGUAGE BARRIER

Import games can be a real pig to understand if you don't speak the language they're produced in. That's why we give every import game a Language Barrier rating. The higher the score, the more difficult it is to play the game without being able to read the instructions and on-screen prompts. Thus an American game would score 0% (for obvious reasons), while a Japanese RPG might reach into the '90s...

language barrier 14%

Publisher Sony CEE | **Developer** Squaresoft | **Genre** RPG
Released Out Now (Import) | **Version** NTSC (USA) | **Price** £40-50 | **Players** 1

FINAL FANTASY ANTHOLOGY

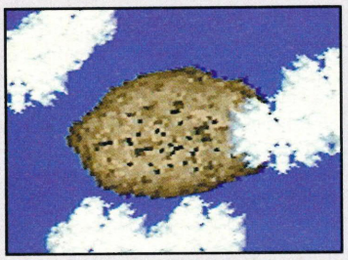
language barrier 0%



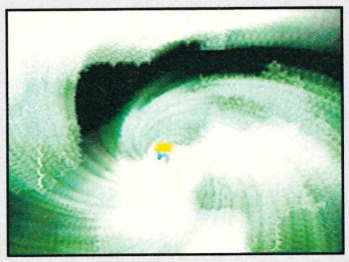
Dave finds this re-release a return to good, old-fashioned gaming values - and the beginning of an RPG legacy...

If you just can't get enough of Final Fantasy, this combined package could form an essential addition to your games collection. Don't expect the same state-of-the-art visuals found in Final Fantasy VII and VIII, however, as these are conversions of the classic PC games. The graphics are chunkier than Jonah Lomu, cruder than Bernard Manning and completely two-dimensional, but in a funny sort of way, and fondly reminiscent of those old 8-bit/16-bit days. The games have been boosted, though, by the magical touch of those behind the CG sequences from Final Fantasy VII, themselves masterpieces of cinematic proportions.

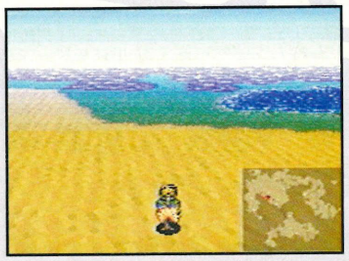
As last month's preview revealed, the two games are not directly linked in any way, with different storylines and characters created for each adventure. FFV focuses on the plight of a world once fired by the energy of four elemental crystals. The destruction of the Wind Crystal results in the disappearance of the King of Tycoon, prompting his daughter Reina to search for him. FFVI sees the discovery of an ancient creature called an Esper, which is threatening to cause war in a world once run by pure magic. Terra, a young and beautiful girl possessing strong magical powers, becomes entrapped within the ensuing battle between the alliance and an underground organisation.



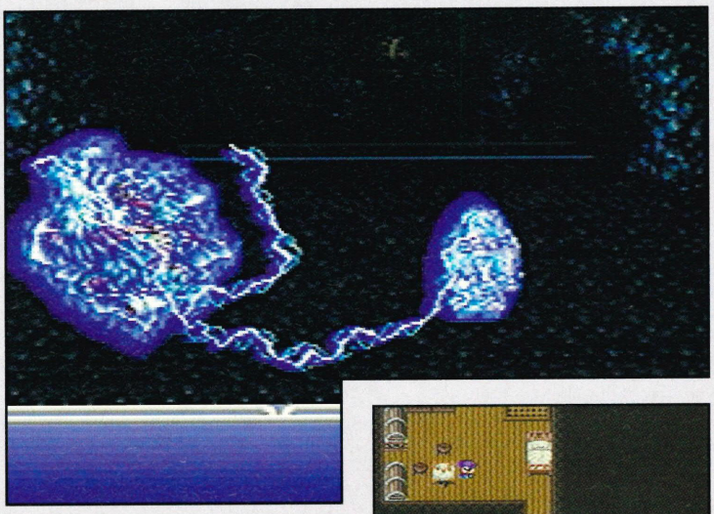
■ Watch out for that badly-drawn brown thing floating around the sky



■ As soon as this cold clears up, I'll be able to see my telly again...



■ Roam-anywhere 3D environments? Look no further...





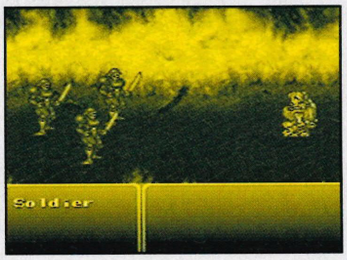
Double Trouble...

Coming on two separate CDs, this double game pack offers good value for money if you're not too bothered about graphics. From a playing perspective, both games can become incredibly involving, though it's clear the potential of role-playing games has been better utilised in VI than V, as more advanced graphics engines have given rise to new 3D screens. Further advances still mean these two can never match the atmosphere of VII and VIII. It's a real credit to the programmers, though, that in a genre such as RPGs - today demanding high-profile visual and audio elements to create a realistic experience - two games this old can still inspire and capture the imagination of the player.



Innovation and gameplay can make classics last forever





Both discs provide you with a retro-style gaming experience, and although the graphics are dated, they prove that innovation and gameplay can make classics last forever. Possibly one for die-hard Final Fantasy addicts only, but then there's no shortage of those, is there?

David Foggon





Publisher Konami | **Developer** Memani | **Genre** Music game
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £40-50 | **Players** 1-2

POP'N MUSIC 2

Get yer handbag out!

Featuring more tacky musical references than the entire back catalogue of The Eurovision Song Contest, this game demands quick reflexes from the player as you attempt to press the right key at the right time. Your timing determines the outcome of the song, normally the harmony, as you battle head to head against the computer or a friend.



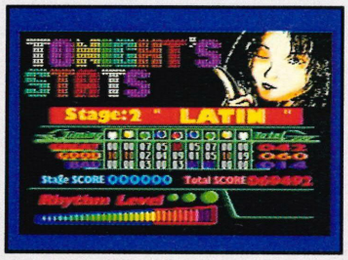


It annoys me, yet I still keep playing it...

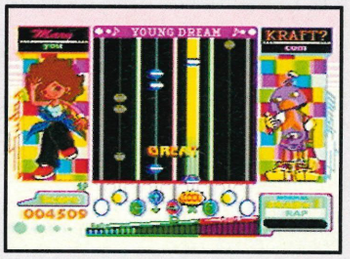
language barrier 10%

Trouble is, timing the button-pressing as keys fall down from above is actually all there is to this game. Yes, it can get very tricky; in fact the manic in-game action becomes impossible unless you learn the keys to allow you to play instinctively. But the main criticism has to be its one-dimensional gameplay. That said, it has an addictive quality that keeps you playing despite a soundtrack more cheesy than a Dairylea factory. Even though the music's poor, I still find it difficult to put the joypad down. It annoys me, yet I still keep playing it. Help me!

David Foggon







extreme 72%

Publisher Konami | **Developer** Konami | **Genre** Puzzle game
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £40-50 | **Players** 1-2

BISH BASH 2

Bish and bash your way to success!





Madder than any game I've seen in some time, this button-hammering mayhem from Konami challenges you to defeat your opponent across a series of screens devoted to puzzle gaming. Whether you play against a friend or the computer, you must hammer buttons repeatedly, catch objects or bash items around on screens similar to the ancient Pong.

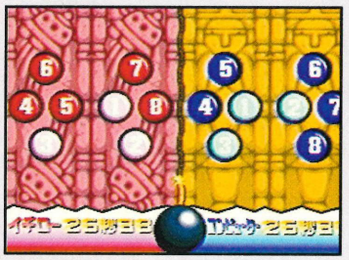
The graphics are bright and colourful, rough and Manga-style throughout the whole game, with zany music and loud, shouting Japanese blokes to further mess with your mind. You're also given two lives, which are used up by a succession of defeats, though unlimited continues enables you to carry on through the stages.

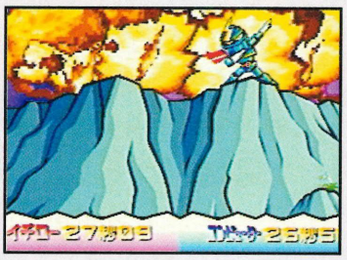
The game's main downfall is that, despite the vast number of stages, it won't last very long. The stages are tricky first time, but once you've worked out how to do it, it's not that challenging second time around.

David Foggon

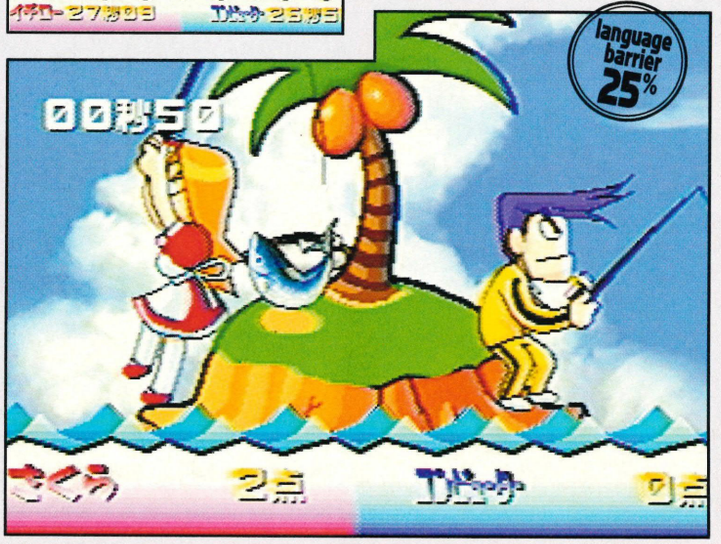


It's not that challenging second time around





extreme 67%



Publisher Konami Japan | **Developer** KCET | **Genre** Sports Sim
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £40-50 | **Players** 1-4

WINNING ELEVEN 4

language barrier 10%

'We're gonna win the cup'...





There's nothing obscure about this import - Winning Eleven 4 is the Japanese name for Konami's forthcoming ISS Pro Evolution, the latest in a long line of top footy treats. It plays a blinder too...

The screenshots really don't do the game justice. Sure, they're crystal-clear, attractive and spectacularly functional, but it isn't until you see the game move that you really appreciate how good the graphics are. They animate incredibly well - it's almost like watching a match on the box.

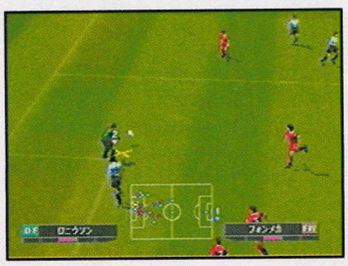


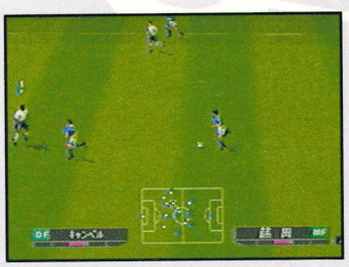
The screenshots really don't do the game justice.

You've a veritable arsenal of moves at your disposal, and all become instinctive after a while.

It's sometimes difficult to find your players on the break, but you get used to this. It's very easy to foul an opponent when tackling too, but hey, that's football. Overall, this one puts in a truly Premiership performance.

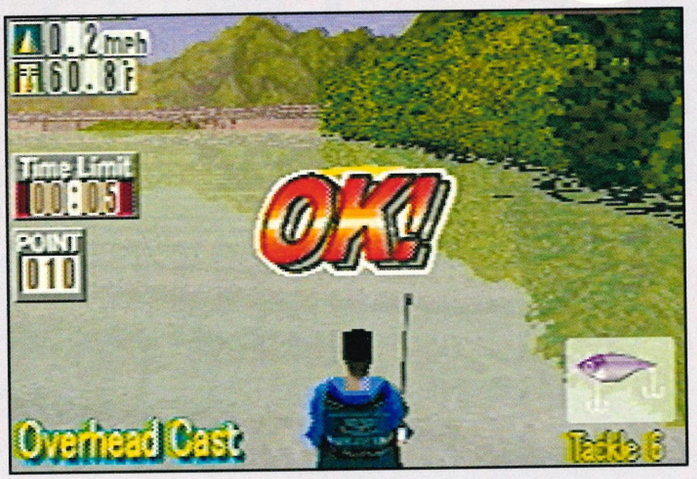
Ian Osborne





extreme 95%

Publisher Agetec | **Developer** Agetec | **Genre** Sports Sim
Released Out Now (Import) | **Version** NTSC (US) | **Price** £40-50 | **Players** 1

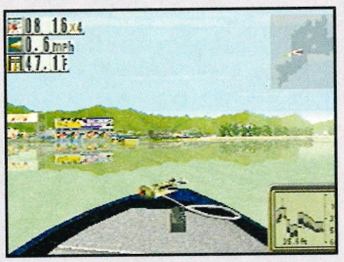


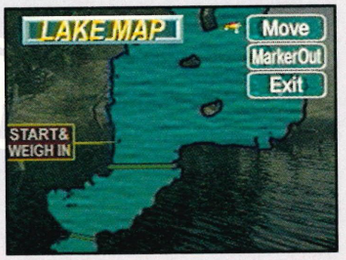
BASS LANDING

Is this new fishing sim from Agetec a real catch or definite cast-away?

language barrier 0%

Featuring a new fishing rod/reel controller designed specifically for fishing games, this sports-sim-with-a-difference challenges the player to master the art of angling. Whether you want to sit through a tutorial, go for a free fish or challenge other people in the Tournament Mode, there's enough fishing action to help you develop into a decent player. The tutorial takes you through a variety of techniques, such as casting and reeling, allowing you to practice and then testing you before you tackle the next stage. Tournament Mode places you in a boat on a large lake, with the ability to move around to different areas.







The main problem with this game is it's basically quite boring

Strong points in this game include the controller itself, which is based around the same concept as tilt joypads, responding to your movement. There's also a lake data option, allowing you to examine the fishing environment and decide whether you want to fish in deep or shallow water, depending on the temperature and time of year.

The main problem with this game is it's basically quite boring - there just isn't enough going on. Less action-packed sports can make successful games, as some golf games have proved, but this leaves you feeling sour pretty quickly. Even if you're keen on fishing, the poor graphics and one-dimensional gameplay offered by Bass Landing are unlikely to capture your attention for too long. It just begs one question - why?

David Foggon

extreme 70%

cheats

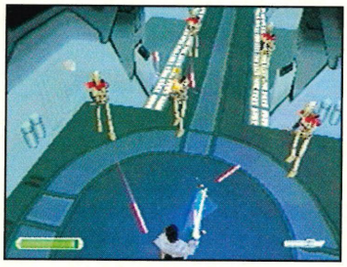
TIPS AND CHEATS

There's only one place to go for the latest PlayStation tips and cheats, and that's these very pages. Whether you need help clawing through your latest purchase or want to liven up an old game, there's always a good chance we have it covered. And remember - we're open to your suggestions!

STAR WARS EPISODE 1: THE PHANTOM MENACE

Draw Light Saber while Underwater or Climbing
To bring out your light saber underwater or while dangling on a rope (when you normally can't), press Start, highlight Weapons and choose Light Saber.

Health Pack in the Swamps of Naboo
On the second level The Swamps of Naboo, when you get to the little place with all the Gungan frogs, go to the left of the grass and you find a trail that leads to a big health pack.

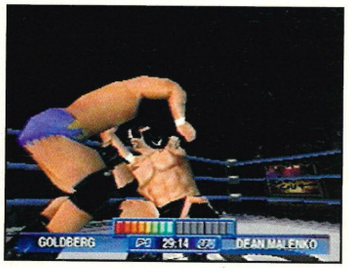


WCW MAYHEM

All Backrooms
Enter the password CBCKRMS on the Pay Per View password screen.

All Hidden Characters
Enter the password PLYHDNGYS on the Pay Per View password screen.

Bionic Created Wrestler
For unlimited stat points, enter the password MKSPRCWS on the Pay Per View password screen.



Classic Nitro Set
Enter the password PLYNTRCLSC on the Pay Per View password screen.

Doppleganger Mode
To play as the same character, enter the password DPLGNGRS on the Pay Per View password screen.

Unlock Sonny Onoo and Bobby Blaze
Defeat Bobby Blaze and The Cat in order to get Bobby Blaze and Sonny Onoo as playable wrestlers.

POINT BLANK 2

Extra Points
In the Point Blank Castle Mode you see two little men riding balloons up towards the top of the screen; you may shoot them for practice or to warm up on your aim.

If you enter the Endurance Mode in the Point Blank Castle Mode, on the way up the castle you see such things as birds, UFOs and other things. If you shoot these objects on your way up, you earn extra points.



SHADOWMAN

Flame-Grilled LeRoi
To cover ShadowMan in flames, make your way to the very last room in the Temple of Life. Next, move to the last small room on the right and press Action at the altar. ShadowMan offers your Cadeaux in exchange for an energy upgrade. Press Action again at the altar. Shadowman says something about the Loa moving out of that altar. Run out and head to the altar next to the one you were just in. Press Action at the altar. If everything goes well, you should see a 'Cheat Activated' message flash across your screen (in the way Luke's teddy bear does). Go into your inventory and you should see a new item, the Book of Shadows. Select it and your cheat should be there.



TONY HAWK'S SKATEBOARDING

Big Heads
While playing, pause the game and hold L1. Press ■ ● ⇧ ⇦ ⇦. If you entered correctly, the screen shakes. Quit the current level and start another game.

Hidden Cinematic Video
Enable Officer Dick and win three gold medals to unlock a hidden cinematic video.



Infinite Special Bar
While playing, pause the game and do the following: press and hold L1 and push ✖ ▲ ● ⇩ ⇧ ⇨. The screen shakes to confirm the code was entered correctly.

Play as Officer Dick
When in the game, go to Career Mode and get all the videos in all of the levels and get a secret character named 'Officer Dick'.

Stats at Ten
Pause the game and hold L1. While holding L1, press ■ ▲ ⇧ ⇩. The screen shakes to confirm the code has been entered. You also see four tens in the bottom-right corner.

WIP3OUT

Change blue turbo triangles to white turbo triangles
Enter BEBEDEE as a default name.

Cheat Codes
From the main menu, go to Options, then Game Set-Up and then Default Names. Enter the following name to enable the corresponding cheat; a flash confirms correct entry.

Collisions:	NOWHEELS
Infinite Weapons:	DEPUTY

TIPS CLINIC

Your problems solved...



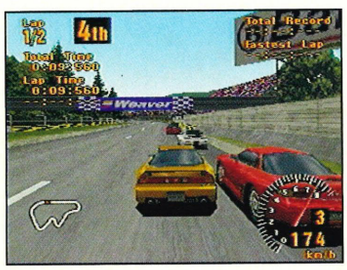
Unlimited hyperthrust: MOONFACE
Unlimited shields & thrust: GEORDIE
Unlock all tournaments: BUNTY
Unlock Phantom Class: JAZZNAZ
Unlock all 4 prototype tracks: CANER W
Unlock all challenges: THEHAIR
Unlock all teams: AVINIT
Unlock all tracks: WIZZPIG

GRAN TURISMO

Easy Money
The easiest way to get lots of money later in the game is to race the qualifier for the All-Night Course. You get $20,000 just for qualifying, and it's very easy to do this with the GTO Special Edition or any car with good speed/acceleration and handling.

Hi-Fi Mode, Bonus Cars and Bonus Tracks
To get all the bonus items in Arcade Mode, which include the four other tracks (Autumn Ring, Deep Forest, SSR5 and Grand Valley Speedway), all the other cars (Toyota, Subaru, Dodge and TVR), the ending movie and Hi-Res GT Mode, you have to beat every single track with each type of car (A, B and C) under all three modes of difficulty (Easy, Normal, Difficult).

Hidden Video of the GT Staff
In Arcade Mode, first get the hidden tracks. Then, on every track, take first place with any car in A, B, and C-Class Mode on Normal setting or higher. Then go to Bonus Items; you see Staff Video on the menu.



DIAGNOSED AND CURED
You know where to come for your medicine!

Jamie Heard of Essex needs some help with GRAND THEFT AUTO

Cheat Mode
Enter codes as player names

BSTARD
All weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, co-ordinates, maximum wanted level and 5x bonus
GROOVY
All weapons, unlimited ammo, armour and get out of jail
EATTHIS
Wanted to level four
BLOWME
Display co-ordinates
CHUFF
No Police
TURF
All cities
CAPRICE
All cities (1+2)
TVTAN
Liberty City 1+2 and San Andreas levels

Antony Mulraney from Bolton needs to give DESTRUCTION DERBY a new lease of life...
Secret Track
Select Wreckin' Championship and enter your name as RELECT!, then return to the main menu and go to Practice Mode. On the Track Selection Screen you find the hidden course, Ruined Monastery.

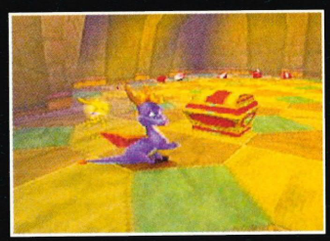
No Damage
Entering your name as !DAMAGE! stops you suffering any car damage.

Hopefully these cheats for SPYRO THE DRAGON will help Sam Jones get past the level he's stuck on...

Level Select
During the game, press Select, enter the inventory screen and press ■ ■ ● ■ ⇦ ⇨ ⇦ ⇨ ● ⇧ ⇨ ⇩

99 Lives
During the game, enter the inventory and quickly press ■ ■ ■ ■ ■ ● ⇧ ● ⇦ ● ⇨ ●





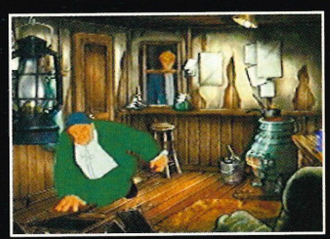
Return to the game and your lives start to increase to a maximum of 99.

Open All Worlds
Go to the inventory and quickly press ■ ■ ● ■ ⇦ ⇨ ⇦ ⇨ ● ⇧

Mr A Mepham (aged 70!) is struggling with Ketch's landing in BROKEN SWORD 2, despite asking us for help with the first game! Please ensure you give us the correct titles when requesting help. Cheers!
Look into the Theodolite, look at the plans and talk to Bronson about the Theodolite. Go up the steps. You can socialise with the cat to the extent of talking to it, but try to open the door and talk to the elderly people. Go down the steps to the jetty. Ask the boy about everything in this order:

1. **Treasure**
2. **Ketch**
3. **Sisters**
4. **Plans**
5. **Bronson**

Talk to Bronson about the sisters and the plans. Climb up the steps and tell the elderly duo you like cats. Talk about Rio, Emily and the cat. Talk to Rio at the jetty about fish, Emily and lipstick. If you go away and then come back and talk about the fish, you can get the inner tube from the wheel. Get the fish from Rio and ask him about the inner tube. Go back up the ladder and use the inner tube with the flagpole. Put the fish on the inner tube. Get the cat's ball. Retrieve the inner tube and use it with a



tree to make a catapult. Use the cat's ball to knock off the Theodolite target. While Bronson is busy, remove the ladder. Get the marker and the Theodolite. Talk to Bronson, then get the plans. Give the plans to the elderly people.

AJ Duddridge has problems with our cheats for TIME CRISIS and TENCHU, and has requested help with WWF ATTITUDE. Sorry AJ, but the Time Crisis cheats definitely work but are admittedly tricky to master. As for Tenchu, one or two might be wrong, but these below should work okay. We've also thrown in the said WWF Attitude cheats too...

TIPS CLINIC



Tenchu

Increase Item Capacity
On the Item Selection Screen hold R2 and press ■ ■ ▲ ▲ ⇨ ⇨ ⇧ ⇩

Gain Secret Items
On the Item Selection Screen hold R1 and press ■ ■ ▲ ▲ ⇨ ⇨ ⇧ ⇦

Mission Select
On the Mission Selection Screen, hold R1 and press ■ ■ ▲ ▲ ⇨ ⇨ ⇧ ⇦

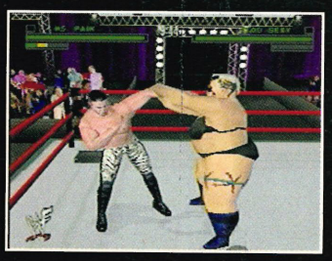
Enemy Pattern
On the Mission Selection Screen, hold L2 and press ■ ■ ▲ ▲ ⇨ ⇨ ⇧ ⇦

WWF Attitude

Bonuses
To unlock what seems to be all the codes in WWF Attitude, you must bring a wrestler through the entire Career Mode successfully (winning the Heavyweight Belt at the end).
By winning the European Championship belt, you unlock the following codes:
New Custom Stuff (a few new Create-a-Wrestler items added).
Sable and Mero.
Trainer unlocked (play as Jeff Robinson, the trainer).
Squeak Mode (Squeaky voices).

During the King of the Ring, by winning either the first match or the whole tournament, you unlock the following code:
Taka and Kurrgan.

By winning the IC Championship Belt, you unlock the following codes:
Slaughter and Michaels unlocked.
Extra Attribute Points (three additional Attribute Points in Create a Wrestler mode).
Big Head Mode (everyone has a big head).



By winning your match at Survivor Series, you unlock the following code:
Jaqueline and Chyna.

By winning the Royal Rumble, you unlock the following code:
Lawler and Bearer unlocked.

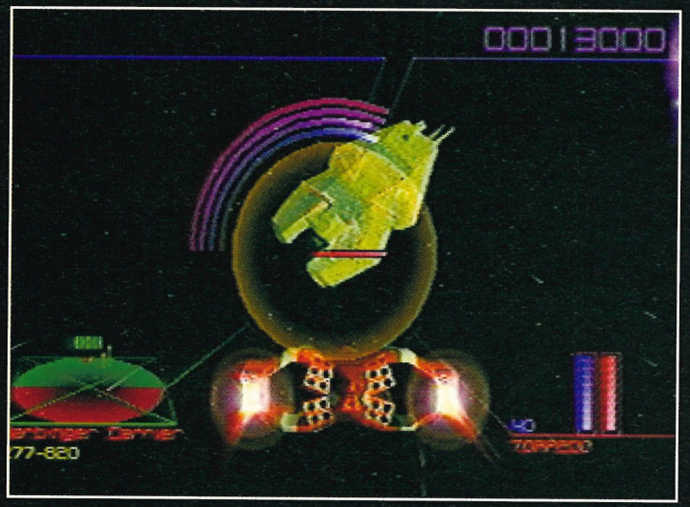
By winning the Heavyweight Championship belt, you unlock the following codes: Beep Mode (enable this in the Utilities section and certain words are bleeped out).
Ego Cheat (wrestlers heads swell when winning a match).
Head unlocked (play as Al Snow's dummy head).

Noel Headon from Plymouth is a self-confessed gaming guru, but he still can't handle BLAST RADIUS

Access All Upgraded Ships
On the title screen press ⇨ L1 ⇧ ⇧ ⇩ ⇨ R2 L2 R2 ⇩ ⇧ ⇩
Start the game with any ship and then quit the game. Begin again and you should have all four upgraded ships, and start on Sector Five.

Wraith Ship
Enter the Upgraded Ships code and then on the title screen enter ⇦ ⇨ L1 ⇦ ⇨ L1 R2 R2 L2 ⇦ ⇨ ⇧. Start the game and then quit. When you start again you can select the Wraith Ship and begin on Sector Eight.

Programmer Planets
On the title screen enter ⇩ ⇧ L1 ⇨ L1 ⇧ ⇨ Select ⇨ R2 L1 L2.
All the planets are replaced with the heads of the programmers. This cheat doesn't work if the Upgraded Ships cheat or Wraith cheat has been entered.



THE CRITICAL LIST

These readers need your help...

Graham Murphy from Liverpool needs a quick-fix solution to MEN IN BLACK.
Cathy Fear from Shropshire wants a solution for TOMBI; she can't work out how to swim or acquire a baby pig.

Can anyone help? If so, send your handy hints to:

The Tips Clinic,
extreme PlayStation,
22 Strand Street,
Poole,Dorset
BH15 1SB

Nissan Nismo 400 GT-R
To get Nissan Nismo 400 GT-R you have to get all gold trophies in International A-Class Licence.

Red Concept Car
Go into the B-Licence test and get all gold medals on every test, and you receive a red concept car that has only 219 HP, but can be built up with almost everything but a racing modification.

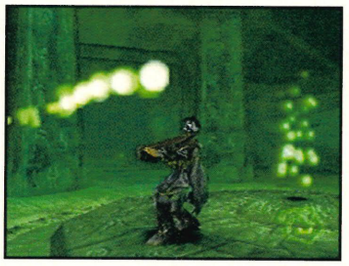
LEGACY OF KAIN: SOUL REAVER

Fire Glyph
Pause the game, then hold L1 or R1 and press ⇧ ⇧ ⇨ ⇧ ▲ L2⇨

Fire Reaver
Pause the game, then hold L1 or R1 and press ⇩ ⇧ ⇨ ⇧ ⇨ ⇦ ● ⇨ ⇩

First-Person View
Press and Hold R2+L2 while playing.

Force Glyph
Pause the game, then hold L1 or R1 and press ⇩ ⇦ ▲ ⇩ ⇧



Make Fire Reaver
Pause the game, then hold L1 or R1 and press ▲ ⇩ ● ⇧

Maximum Magic
Pause the game, then hold L1 or R1 and press ▲ ⇨ ⇩ ⇨ ⇧ ▲ ⇦

Pass Through Barriers
Pause the game, then hold L1 or R1 and press ⇩ ● ● ⇦ ⇨ ▲ ⇧

Refill Health
Pause the game, then hold L1 or R1 and press ⇩ ● ⇧ ⇦ ⇧ ⇦

Refill Magic
Pause the game, then hold L1 or R1 and press ⇨ ⇨ ⇦ ▲ ⇩ ⇨

Upgrade health to next level
Pause the game, then hold L1 or R1 and press ⇨ ✖ ⇦ ▲ ⇧ ⇩





Wall climbing
Pause the game, then hold L1 or R1 and press ▲ ⇩ L2⇨ ⇧ ⇩

Water Glyph
Pause, then hold L1 or R1 and press ⇩ ● ⇧ ⇩ ⇨

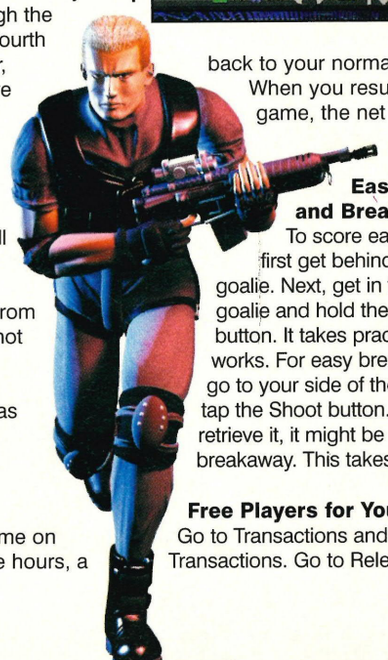
DINO CRISIS

Bonus Outfits
If you complete the game in under eight hours, you get new costumes to wear when you play again.

DDK Door Locks
To open the DDK doors use the 'H' discs, then to find the DDK password simply take away the key letters from the code letters. For example, if the code is HBCEFAGDI and the key is BCFGI, take BCFGI away from HBCEFAGDI to get the password HEAD. Watch out in this room; there's a T-Rex waiting for you when you leave!

Also, the DDK lock downstairs is NEWCOMER for the password. Both 'N' disks are required for this.

Fourth Outfit
When you finish the game for first time, Regina gets two new costumes (Battle Type and Army Type). If you play through the game twice, you get a fourth outfit for Regina to wear, changing her into a cave girl. This gives you prehistoric weapons.

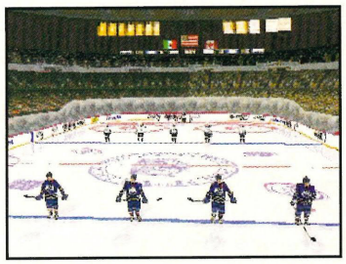


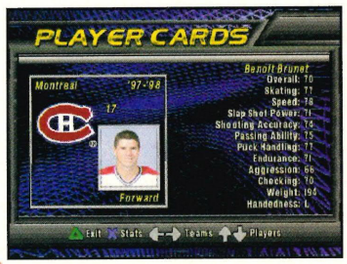
Infinite Grenade Gun Ammo
When you have seen all three endings to Dino Crisis (you must play three separate games from start to finish), Regina not only starts with the Grenade Gun in her arsenal, but she also has unlimited ammunition.

Activate Operation Wipeout
If you complete the game on Normal in less than five hours, a sub-game called Operation Wipeout appears. In this sub-game, you have to kill all the dinosaurs in the given time. Remember, you only get the ammunition in your inventory.

NHL FACEOFF `99

Easy Goals
To get an easy goal, first make sure one of your players has the puck. Then press Start, change to the other team and put in a new goalie. Before you unpause, go





back to your normal team. When you resume the game, the net is empty.

Easy Goals and Breakaways
To score easy goals, first get behind the goalie. Next, get in front of the goalie and hold the Shoot button. It takes practice, but it works. For easy breakaways, go to your side of the ice and tap the Shoot button. If you retrieve it, it might be a breakaway. This takes practice.

Free Players for Your Team
Go to Transactions and pick Transactions. Go to Release Players and release any player from any team. Next go to Sign Free Agent. You can now pick up any of the people on any team you dropped.

POY POY 2

Adjust Screen
To adjust the screen, hold down ✖ ▲ ● and ■ at the title screen. A grid appears and you can adjust the screen using the D-Pad - so long as you don't let go of the action buttons!



Suicide Bomb
If your character dies, you can blow yourself up. To do so, rapidly press all of the buttons except the directional buttons until your psycho power is full.

XPLORER
THE ULTIMATE CHEAT CARTRIDGE

XPLORER CODES (FOR USE WITH THE EXPLORER CHEAT CARTRIDGE) © FOR MORE CODES, CHECK OUT HELPLINE: (STANDARD RATE, 24 HOURS, 7 DAYS) 01302 32 5660 © WEB SITE CAN BE FOUND AT WWW.X-PLORER.CO.UK

Colony Wars

Infinite Shields
865AB61C5922
Constant A.S. Laser Fire
8665F37C595A
Constant Laser Fire
8665F3B0595A
Constant Emp Gun Fire
8665F3E4595A
Constant Scatter Gun Fire
8665F318595A
Infinite A.S Missiles
8665F3F0595C

Command & Conquer

Infinite Credits. GDI missions
86650D68504F
Infinite Credits. NOD missions
86651750504F

Command & Conquer: Red Alert

Instant Build. press R2
766F13B2595C
8658EFDC595A
Allies. Unlimited Money
8658F62C504F
Infinite Power. R2 to activate
766F13B2595C
8658F648504F

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A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
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PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098053
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098160
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed.
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EXCHANGE

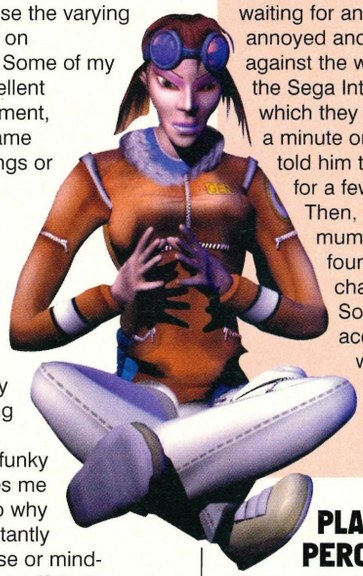
EPM SAYS:

Whether you want to mouth off about some inferior console, quiz us on the latest about the PS 2 or just make a complete arse of yourself under the safety of a feigned name, you can do it on these very pages. We're quite fussy about our letters here at extreme, so to encourage the most thought-provoking or rib-ticklingly humorous entries, we offer you the chance to win the game of your choice, courtesy of our friends at Gameplay. Just make sure your missive is Star Letter quality...

MUSIC MAN

I would like to criticise the varying quality of the music on PlayStation games. Some of my favourites have excellent musical accompaniment, whether it be big-name stars submitting songs or originally-produced music. As an avid music fan, hearing Ash's Lose Control on Gran Turismo or Mogwai's epic Like Herad on Actua Ice Hockey 2, or being aurally stimulated by Silent Hill's sweeping atmospherics or Driver's immensely funky intro screen, satisfies me intensely (?: Ed). So why do developers constantly use dated cool-house or mind-bumberling thrash metal? Rollcage proves that dance music can sound good in a game, but I'm now so frustrated by Move Me on Ridge Racer Type 4 that I play with the sound turned down. I hope this letter encourages developers to put some good music into their otherwise-excellent games, as sound is just as important as a game's graphics and helps to enhance the feel of the game.

Gavin Stickney, Newick





EPM: Despite your obvious 'different tastes', shall we say, and our editor's rather unfortunate penchant for '70s rock music, we have to agree there's still some pretty awful tunes out there in the gaming world. For example, Sled Storm plays superbly, but is let down by the unfortunate 'music' accompanying the game. Developers should take a leaf out of Psygnosis' book and bring their soundtracks into the '90s. One thing though, Gavin: get a girlfriend, please.

DREAM OR NIGHTMARE?

I agree with Steven Camp (Issue 22), as I've already seen how rubbish the so-called 'magnificent' Dreamcast is. The games are slow, the controllers heavy and uncomfortable and the Internet access is crap. Me and my friend were sitting there for over three hours trying to surf the net. It turned out Sega hadn't anticipated there would be so many people trying to get online, and it got blocked! My friend rang a free Sega helpline, but sat there for half an hour waiting for an answer, then got annoyed and threw the phone against the wall. Then he called the Sega Internet helpline, which they answered in a minute or two and told him to leave it for a few days. Then, to his mum's horror, we found the call was charged at 60p a minute! So much for Internet access. I'm sure the PS 2 won't be the same, and Sony will anticipate this kind of thing.

Simon Sheldrick, Essex



STAR LETTER

EPM:
Yes, Sega's Internet launch was something of a disaster. Considering they've made a big deal about the Dreamcast being Internet-ready straight out of the box, it's appalling that they fluffed it so badly, leaving their most loyal supporters (ie. those who bought their console on the day of its release), angry and frustrated.
To be fair, though, these are only teething troubles. Also, games inevitably improve as developers get more used to programming for a new console. What Sony will achieve with PS 2 remains to be seen, but we know where we're putting our money...

PLAYING THE PERCENTAGES

I would just like to say that giving a game a percentage score out of 100 is unfair. I followed your advice on Anna Kournikova's Smash Court Tennis, which you gave 91%. I think it deserves 5%; I hate it! Also, you gave Michael Owen's WLS 99 70%. I think it deserves 100%, so it's all about different opinions.

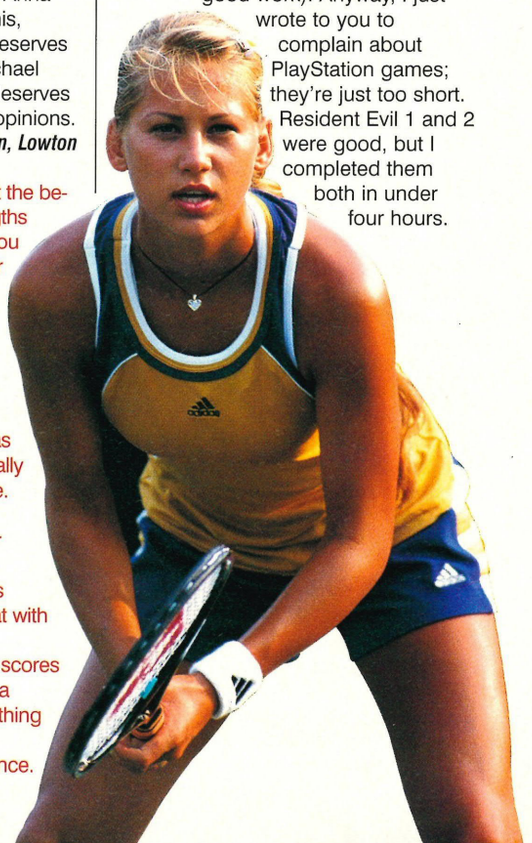
Martin Cushion, Lowton

EPM: Percentage ratings are not the be-all and end-all of a game's strengths and weaknesses. It's important you read the whole review to discover whether the gameplay aspects will appeal to you. Although graphically poor, Smash Court Tennis played superbly, with gameplay demanding tactical planning throughout each rally. It deserved a top mark. WLS 99 was full of bugs and gaps, and generally the controls were awkward to use. 100% means that the game is absolutely perfect, and WLS is far from the ideal game.

Ratings in general are given as percentages because we feel that with so many aspects to take into consideration within each game, scores out of ten don't give as accurate a portrayal. You're right about one thing however; at the end of the day, it comes down to personal preference.

SIMPLY THE BEST

Hi. I would just like to say I haven't missed one issue of your PlayStation mag because it's brilliant (keep up the good work). Anyway, I just wrote to you to complain about PlayStation games; they're just too short. Resident Evil 1 and 2 were good, but I completed them both in under four hours.





Also, Metal Gear Solid is a fab game, but I completed that in a weekend as well. Somebody needs to make games last for at least a few weeks. I hope you took a great deal of interest in my letter. I hope my letter is not insulting to you in any way, but if it is I'm really sorry. It's just that I'm a real whiz-kid at games. Thank you.

Michael Wright, Southampton

EPM: We agree that generally games are way too short considering the amount of dosh they expect us to cough up, but on the other hand, look at Final Fantasy VIII. Now there's a game that'll last you for a while. There's also one point to consider - how much do you play a game when you first buy it? If you play it for just a couple of hours at the end of the day, chances are it keeps you going for a few weeks. On the other hand, if you build a small hideout around your PlayStation and spend 48 hours playing it solidly, you probably complete it quite quickly. We could be wrong, but we assume developers aim their games at people with social lives, for whom Metal Gear Solid lasted longer than just a weekend. Also, if you've played the first game, you obviously find the sequel easier than if you hadn't. Finally, it might be that you're just too darn good. You hero, you...

IT'S IN THE GAME

Looking at film reviews lately, I noticed most of the so-called 'blockbuster' movies have been given poor reviews by film critics. In my view, this is because the directors spend too much time on special effects and not enough on the storyline. Well, what does this have to do with the PlayStation, you may ask yourself? With PlayStation 2 coming soon, do you think this could happen in PlayStation 2 games, with the great graphics this new console will have? The great gameplay of games such as Final Fantasy VII and Gran Turismo could be lost to special effects. From what I've heard, this is already happening on the Dreamcast.

Josh Wellman, Surrey

EPM: It's too early to say too much about the Dreamcast's future, but it does appear to be going down a dangerous path. Several games we've seen so far have been graphically excellent, but let down by serious glitches in the gameplay. It's highly unlikely that PS 2 versions of FFVII and Gran Turismo will suffer, as the original games are just so impressive; even if the developers reproduced the same game with better graphics, they would still play well.

MONEY SPINNERS

I am proud to say I'm a devoted reader of your top-quality magazine, and I feel an important subject should be discussed on its top-quality pages. The matter I am referring to is the dire quality of sequels to otherwise-excellent games. For example, Tomb Raider was among the best games of its time. Not only did it boast the first fully three-dimensional environment, decorated ornately at every point, but it also had a clear and involving storyline and an excellent mixture of mind-bending mystery and frustratingly-difficult action. The sequel, however, was completely dumbed down. The storyline was so shallow it could almost be described as transparent, which was mainly due to sweeping aside the mystery for more action. Also, although the frame rate had increased, the intricate decoration had been lost.

Other examples of sequel stupidity include Resident Evil 2, which lacks the edge-of your-seat atmosphere and mystery of its predecessor, and Broken Sword 2, which sadly contains no more than a mere fraction of the original's longevity. I know that developers of these games only churn out sequels to make extra cash (and why not if it does just that?). But what really pisses me off is that they don't care about public enjoyment, providing people spend their money on the developer's software, and I (along with millions of other people) ran out and spent up to £40 on these unworthy sequels after being so impressed by the first instalments. If I win the Star Letter, can I have Gran Turismo 2?

OMJ Houghton, Stockport

EPM: It's a tad ironic, OMJ, that after slating sequels for about five minutes you request one yourself. Just what is your point, exactly? First you criticise excellent sequels such as Tomb Raider II, then you say fair enough if it generates a few quid. Then you moan about developers not caring enough. Make your mind up, please. Simple solution: don't like them - don't buy them. One more thing we don't get - what were you expecting when you bought a sequel? They're not supposed to be dramatically different from the original, hence their having the same name.

TOO RESTRICTIVE

If Sony and all the other companies are so worried about videogame piracy, they should make it not worthwhile by lowering the price of games. Also, I think age restrictions are a waste of time because very few people really bother with them - they just get their parents to buy the game instead. Don't get me wrong, I think there should be warnings, but age restrictions are really a waste of time. Little people are worried about violence in games. The violence in games is not going to make much of a difference given the amount of violence in our society.

Gareth Hughes, South Yorkshire

EPM: Presumably the problem isn't big enough for Sony to need to reduce their prices. They must be making enough profit, otherwise they'd have done something about it long ago. Sony obviously feel game prices need to remain this high to account for development costs, production, research and, of course, profit. As for these 'little' people you talk about, (I think you might mean 'few'), some parents obviously do take notice of the age restrictions and appreciate having them as a guide. Restrictions are necessary because the last thing we need is three-year-olds exposed to games like Tenchu: Stealth Assassins or Resident Evil 2, but perhaps boundaries should be lowered. The worry with just having warnings is that people would take even less notice.

LUCK OF THE IRISH

Myself and my friends think there should be a Gaelic football game for the PlayStation. The buttons would be Cross = first pass, Circle = shoot out of hands, Square = tackle, Triangle = throw, R1 = shoulder charge, R2 = change player, L1 = dodge left, L2 = dodge right. The name of the game would be All-Ireland Gaelic. It would have all the teams of all the counties, just like the real thing. I would love to know what you think about this game idea.

Dwayne Carty, Ireland

EPM: No disrespect to Gaelic games, but such a title would be almost guaranteed to sell badly. The trouble with national sports is that for everyone outside of that country, they're not very interesting. There are loads of games we'd like to see released that won't be, either because no-one else would want them or it'd be just plain illegal. Having said that, there's no reason why a game of this description couldn't be very enjoyable and accurate to the real game. Unfortunately, there just ain't the market for it outside Ireland. Nice idea, though.

PEARLS OF WISDOM

I reckon vibrating controllers do not make games a better experience. They're a disgrace to Sony.
• Daniel Pollard, East Sussex

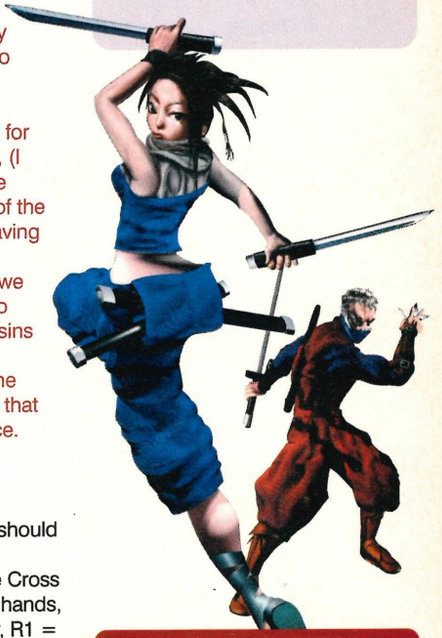
EPM: Calm down there, Danny-boy!

My favourite game is NHL 99. I also like games with speed and violence.
• Tom Coote, Worcester

EPM: Cheers Tom, we can sleep easy now.

Will programmers for PS 2 have to take courses on how to deal with a console with such big power? Will they be able to use the console's full capabilities straight away?
• Mark Stagg, Isle of Wight

EPM: Who can teach a qualified programmer something they don't know about programming? And no, although the games will be very impressive, they'll keep getting better as programmers discover new ways of pushing the technology to its limits.



WIN A TOP GAME FROM gameplay

Every month, the sender of our Star Letter wins a top game of his or her choice from Gameplay. When writing to extreme PlayStation, make sure you state which game you would like should you win this coveted award. Send your merry missives to:

Exchange,
extreme PlayStation Magazine,
22 Strand Street, Poole,
Dorset BH15 1SB

Or you can e-mail us at:
exchange@quaynet.co.uk

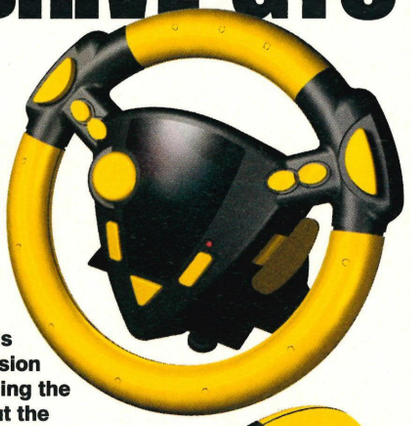
Remember, you can have any game you like - just include your full address and choice of game.

STUFF

The PlayStation's full of top-notch driving games, so it's only natural you might want to raise the whole experience to another level. This month's Stuff focuses on steering wheels. We've also got some tasty tilt pads and a lightgun thrown in for good measure...

TOP DRIVE GTO

By: Logic 3
Damage: £24.99



Featuring Dual Shock compatibility, sensitivity control and analogue buttons, this basic steering wheel from Logic 3 comes complete with a digital menu direction pad and some gear-shifting paddles. This is basically a simpler version of the Sprinter, containing the same wheel but without the pedals and lap-top holder. Instead, you get a handy little clamp to avoid any of that unnecessary chase-the-steering-wheel-around-the-desk nonsense. Good value, but it takes some time to get used to the sensitivity of the wheel.



THE VERDICT 7/10

PX3000 TILT PAD

By: Saitek
Damage: £39.99



This is instantly recognisable as top quality from the moment you take it out of the box. The shape is as ergonomically nice to hold as you could wish for, while all the buttons have a solid and strong feel to them. Special features include a throttle wheel for use in driving games, an analogue stick with a directional lock option allowing you to restrict its movement to either up/down or left/right and an excellent digital pad. On its own, the tilt option isn't particularly responsive, but it can be used as a handy addition to the normal steering device.

THE VERDICT 9/10

TOP DRIVE SPRINTER



By: Logic 3
Damage: £32.99

For the ultimate Michael Schumacher-type experience at a reasonable price, try this for size. Difficult to get used to at first, this eventually gives a pretty accurate portrayal of sitting behind the wheel of a Ferrari F5000 or Colin's old Subaru. Complete with gear-shift paddles and accelerate/brake pedals, for a cat's whisker over £30 you can't really moan. My advice is to get your favourite chair in front of the telly, wang up the volume to full and (if you've got surround sound) bung some speakers behind you to get that 400 bhp effect. Then slap the wheel onto a desk or tray, place the pedals under your feet and get ready for some fun. What makes this seem even better value is that for just £8 more than the basic GTO, you get a lap-top holder and the foot pedals.

THE VERDICT 8/10

AIRPAD

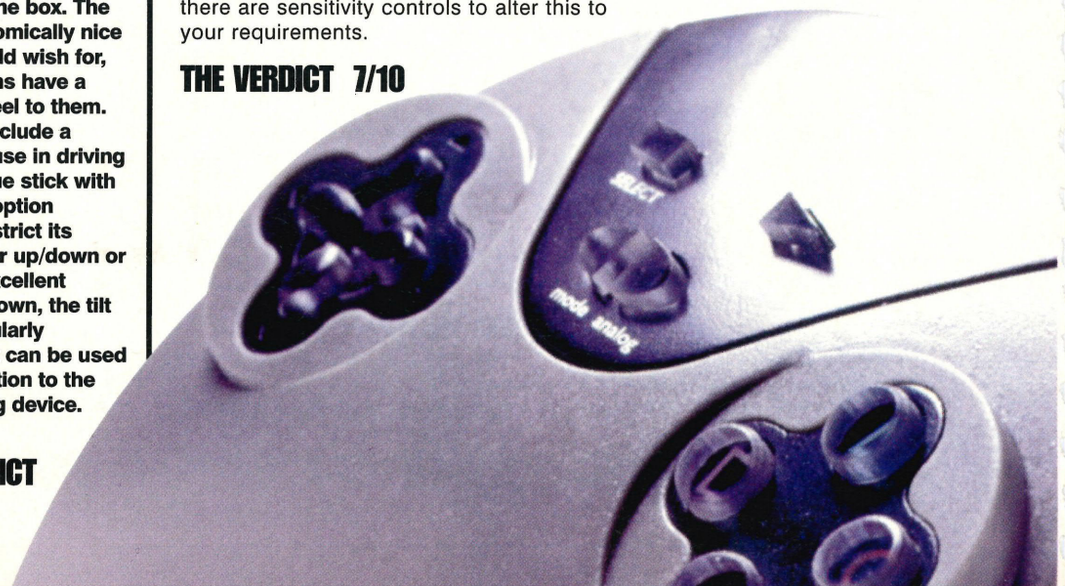


By: Joytech
Damage: £24.99

Admittedly it's a novelty item, but we like this pad for the pure and simple reason that you can play one-handed (don't get any ideas), leaving one hand free to hold a beer, munch a choccy or stroke your pussy (cat).

The circular shape of this pad is surprisingly comfortable and easy to use, partially due to some handy grips on the underside. The tilt mechanism itself can be switched between analogue and digital, and makes this by far the best tilt pad we've played so far. Aesthetically you have to admire Airpad's design, with a range of clip-on covers and the symbol buttons stylishly represented through transparent buttons with the symbols underneath. However, the D-pad has a cheap, clicky feel to it, as does the whole pad to a certain extent, but this is partly because of the whole design concept. If you struggle with the tilt aspect, there are sensitivity controls to alter this to your requirements.

THE VERDICT 7/10



HOME ARCADE TWIN SHOCK



By: Blaze
Damage: £39.99

It might be a tad pricey, but set up this little piece of kit in your front room, hook up your PlayStation with Tekken 3 and you can start charging on the door. Yes, this really is like having an arcade machine in the comfort of your own home; the only difference being the missing fag burns and Spliffy puffy jackets. It also features Turbo Fire, Slow Motion and Twin Rumble options. The button set-up might take a bit of getting used to, but after some early teething problems with the shoulder buttons, you'll not be able to play beat-'em-ups in any other way.

THE VERDICT 8/10

DUAL SHOCK RALLY MASTER



By: Trust
Damage: £29.99

Similar in appearance to the wheel of a Formula One racing car, this offering from Trust has three settings - Dual Shock Digital Mode, Dual Shock Analogue and NegCon Mode. These are each designed for specific game types, with NegCon particularly suited to racing. During races, the sensitivity of the wheel is set to just the right level, making it easy to get used to and allowing you to really hack it round those tight bends. The gear shift mechanism is based around the paddle shift up/down system, with the paddles fitting snugly underneath the wheel. This wheel gets a definite thumbs-up from us, mainly because of its quality feel and excellent sensitivity settings.

THE VERDICT 9/10

P7K LIGHTGUN



By: Logic 3
Damage: £17.99

This gun is a solid and well-made device, but the shape and design of it is just too awkward to use. The trigger button doesn't extend fully enough and the safety lock is too obtrusive to enable you to easily operate the trigger, while the safety catch/start button is too far out of reach to use comfortably. The actual in-game performance is pretty good, though, with an accurate aim, vibration recoil, auto-reload and 'machine gun' mode for rapid firing.

THE VERDICT 5/10



GAME OVER MULTI PLATFORM GAMING STATION

By: Recoton (UK) Ltd
Damage: £300

Do you find your PlayStation causes a mass of wires to mangle on the floor, resulting in numerous swollen kneecaps as you trip over? Or do you just want to ponce around with a flash cabinet for your telly and games system? Either way, the Game Over Multi Platform Gaming Station could be just what you require to give your gaming life a more organised and safer approach. Featuring an intelligent footplate, ideal for placing the brake and accelerator pedals, several layers and a ridiculous hat thingy to prevent sun glare on the screen, this is still no snip at £300. The station has been developed over 12 months, with the help of ergonomics specialists and engineers, but it's a limited edition of just 500 units.

For more information, call Recoton on 0161 284 2232.

THE VERDICT 6/10

Welcome to extreme PlayStation's round-up of every game we've ever reviewed. If we've covered a game more than once (eg. at full price and again on Platinum), we use the latest review.

extreme GAMES DIRECTORY

KEY RU: Round-up review taken from a genre feature; PL: Platinum title; IM: Import review

Title	Publisher	Genre	Issue	Score	Comment
2Xtreme	Sony CEE	Sports Sim	#16 RU	30%	Dodgy extreme sports offering that's been totally eclipsed by the Cool Boarders series.
3Xtreme	Sony CEA	Sports Sim	#19 IM	59%	Useless imported extreme sports game which doesn't know whether to be arcadey or a sim.
360: Three Sixty	Cryo	Combat/Racing	#18	82%	Futuristic hover-bike racing with some clever course design.
3D Lemmings	Psygnosis	Puzzle Game	#8 RU	60%	The 3D perspective makes for awkward controls that take the heart out of the game.
4-4-2	Virgin Interactive	Sports Sim	#10 RU	20%	The worst football game ever. Unbelievably shallow and simplistic.
A					
Abe's Exoddus	**GT Interactive**	**Platform Game**	**#21 PL**	**92%**	**Humorous and interesting platform puzzler, but not everyone gets the joke.**
Abe's Oddysee	**GT Interactive**	**Platform Game**	**#9 PL**	**94%**	**An all-time classic platform puzzler executed with real style. Top animation too.**
A Bug's Life	Sony CEE	Platform Game	#15	88%	Fantastic graphics make this 3D platformer a joy to watch as well as play.
Ace Combat 2	Namco	Flight Sim	#9 RU	72%	The flight simmer's flight sim - definitely not for the arcade-oriented.
Activision Classic Games	Activision	Compilation	#18 IM	10%	30 games directly ported from the Atari 2600. Why, why, why?
Actua Golf 3	Gremlin Interactive	Sports Sim	#12	49%	Shoddy and poorly-executed golf sim from people who really should know better.
Actua Ice Hockey	Gremlin Interactive	Sports Sim	#3	74%	Rushed out to be on the shelves in time for the Nagano Winter Olympics - shame.
Actua Ice Hockey 2	Gremlin Interactive	Sports Sim	#17	79%	It's an ice hockey game. Again. It plays ice hockey. Of course...
Actua Soccer	Gremlin Interactive	Sports Sim	#10 RU	88%	Puts in a good performance overall, but the goalies are a little weak.
Actua Soccer 2	Gremlin Interactive	Sports Sim	#1	88%	Controls are awkward at first, but great graphical touches.
Actua Soccer 3	**Gremlin Interactive**	**Sports Sim**	**#12**	**91%**	**The ball travels too fast when in the air, but this is the game's only real fault.**
Actua Soccer: Club Edition	Gremlin Interactive	Sports Sim	#13	59%	A cynical Premier League cash-in version of the original Actua Soccer.
Actua Tennis	Gremlin Interactive	Sports Sim	#11	31%	Disgustingly badly programmed sports sim. A complete joke.
adidas Power Soccer	Psygnosis	Sports Sim	#5 PL	39%	Arcadey football sim - not worth buying, even at Platinum prices.
adidas Power Soccer 2	Psygnosis	Sports Sim	#10 RU	65%	The best of the adidas games, but that's not saying much.
adidas Power Soccer 98	Psygnosis	Sports Sim	#7	55%	Shoddy soccer sim. Matches are slow, tedious and disjointed, and scoring arbitrary.
Agile Warrior F-IIIX	Virgin Interactive	Flight Sim	#9 RU	35%	Old flight sim which raised few cheers when first released and fewer still now.
Air Combat	Namco	Flight Sim	#9 RU	43%	Too much time spent doing nothing destroys this flight sim. Hideous fogging too.
Aironauts	Red Storm	Action	#18	70%	Aerial action featuring fighting and racing; a bit of an also-ran.
Akuji The Heartless	**Eidos**	**Platform Game**	**#13**	**90%**	**Scary 3D action game with epic storyline developed through shocking cut scenes.**
Alien Trilogy	**Acclaim**	**3D Shoot-'em-up**	**#7 RU**	**90%**	**Another Doom clone, but for once the film licence actually adds to the game.**
Allied General	Mindscape	Strategy Game	#17 RU	72%	Follow-up to Panzer General. But this time you play the allied powers.
All Star Soccer	Eidos	Sports Sim	#10 RU	34%	Tongue-in-cheek footie game with over-the-top violence and frustrating gameplay.
All Star Tennis '99	Ubi Soft	Sports Sim	#13	80%	A decent game of tennis with a few arcadey events thrown in for good measure.
Alone in the Dark	Infogrames	Action Adventure	#3 RU	70%	Dodgy conversion of great PC game. Too short to boot.
Alundra	Psygnosis	RPG	#5	83%	Arcadey RPG in the Zelda mould, but lacking in plot.
Andretti Racing	Electronic Arts	Driving Game	#14 RU	69%	Lightweight IndyCar/NASCAR sim which can't hold its own with modern drivers.
A Kournikova's SC Tennis	**Sony CEE**	**Sports Sim**	**#19**	**91%**	**Looks ugly, plays great - just the opposite of Anna herself...**
Ape Escape	**Sony CEE**	**Platform Game**	**#19**	**91%**	**Involved and original platformer that demands you use an analogue stick.**
Apocalypse	**Activision**	**Shoot-'em-up**	**#11**	**90%**	**Spectacular 3D blaster starring Bruce Willis. Atmospheric and exciting.**
Arcade's G. Hits: Atari Col. 2	GT Interactive	Compilition	#8	60%	Paperboy, Marble Madness, Gauntlet, Crystal Castles, Road Blasters & Millipede.
Area 51	Atari	Light Gun Game	#6 RU	79%	Light gun game with lots to offer. Superb interactive backdrops.
Armoured Core	Sony CEE	Shoot-'em-up	#6	65%	Slow and uninteresting mech game. Fun at first, but gameplay's too thin.
Assault	**Telstar**	**Shoot-'em-up**	**#10**	**90%**	**3D shoot-'em-up with great graphic explosions. Difficult to aim shots, though.**
Asterix	Infogrames	Strategy/Platform	#17	78%	Seen better, seen worse - an interesting if unremarkable hybrid.
Asteroids	Activision	Shoot-'em-up	#13	80%	Top update of the old '79 classic, which retains the charm and subtlety of the original.
Atlantis: The Lost Tales	Cryo Interactive	Adventure	#11	40%	Graphic adventure with a great engine but weak gameplay. Too many sudden deaths.
A-Train	Ocean	Strategy Game	#17 RU	68%	Build and manage your own railway. Crap graphics but high on depth.
Auto Destruct	Electronic Arts	Driving Game	#2	67%	Boring and repetitive driving combat game made redundant by Vigilante 8.
Ayrton Senna Kart Duel	Phillips	Driving Game	#14 RU	72%	Interesting variant on the sports driving sim. Not perfect, but worth a look.
Ayrton Senna Kart Duel 2	Infogrames	Driving Game	#14 RU	74%	Not a bad game, but really only a tweaked version of the first offering.
Azure Dreams	Konami	RPG	#9	69%	Great new ideas in this RPG, but they don't really come off.
B					
Baby Universe	Sony CEE	Utility	#10	40%	Create your own light patterns. A pointless and badly executed pile of shite.
Batman & Robin	Acclaim	3D Action Game	#8	70%	Interesting action adventure, but badly programmed and unoriginal.
Battle Arena Toshinden	Takara	Beat-'em-up	#4 RU	30%	Beat-'em-up from the dawn of time - dreadful by today's standards.
Battle Arena Toshinden 2	Takara	Beat-'em-up	#4 RU	58%	Interesting tactical weapons-based fighter, but too shallow for anyone but beginners.
Battle Arena Toshinden 3	Takara	Beat-'em-up	#4 RU	70%	More of the same, but let's face it - there are better beat-'em-ups around.
Beatmania	Konami	Music	#18 IM	47%	Music making action with a controller that costs £100; crap music, crap game.
Bedlam	GT Interactive	Strategy Game	#17 RU	64%	You need a mouse to play this strategic PC port. Poor relation to Syndicate Wars.
Big Air	Electronic Arts	Sports Sim	#17	73%	Great animation, but too slow. Why bother when there's Cool Boarders 3?
Big Race USA	Empire Interactive	Pinball Sim	#14	48%	What's there's good, but only one table? Not good value as a full-pricer.
BioFreaks	GT Interactive	Beat-'em-up	#11	80%	Great blood and gore in this beat-'em-up, but the aerial combat is unconvincing.
Biohazard 3: Last Escape	**Capcom**	**Action Game**	**#23 IM**	**96%**	**Resi 3, Japanese-style. Brilliant zombie-zonking fun.**
Black Dawn	Electronic Arts	Flight Sim	#9 RU	73%	Flight sim lite, featuring a helicopter and lots of arcadey bangs and flashes.
Blam! Machinehead	Sony CEE	3D Shoot-'em-up	#7 RU	55%	This Doom/mech offering's a chore to play, and has no real sparkle.
Blasto	Sony CEE	Platform Game	#8	80%	The graphics on this 3D platform shooter are terrible, but it plays better than it looks.
Blast Radius	**Psygnosis**	**Shoot-'em-up**	**#8**	**91%**	**Outer space dogfighting at its best. Intelligent enemy AI keeps you on your toes.**
Blaze & Blade: Eternal Quest	Funsoft	RPG	#11	81%	Four-player RPG puts new perspective on the genre. Interesting storyline too.
Blazing Dragons	BMG	Adventure	#3 RU	80%	Fun graphic adventure starring Monty Python's Terry Jones. For the younger gamer.

Title	Publisher	Genre	Issue	Score	Comment
Blood Lines	Sony CEE	Sports Sim	#17	45%	Futuristic game of tag? No thanks…
Blood Omen: Legacy of Kain	Eidos	RPG	#11 PL	88%	Mean and moody RPG with great cut sequences and chilling voice-overs.
Bloody Roar	Virgin Interactive	Beat-'em-up	#4 RU	72%	Beat-'em-up where you can change from human to animal form mid-fight.
Bloody Roar 2	Virgin Interactive	Beat-'em-up	#16	87%	Not quite up there with the Tekkens, but a playable and original fighter nonetheless.
Bomberman	Virgin Interactive	Puzzle	#18	85%	All-time classic puzzle action returns to the PSX, excellent for one to four players.
Bomberman Fantasy Race	Virgin Interactive	Racing	#18	32%	A particularly poor racing game that tarnishes a good licence name.
Bomberman Wars	Hudson Soft	Puzzle Game	#8 IM	78%	Interesting Final Fantasy Tactics clone using the Bomberman characters.
Bomberman World	Sony CEE	Puzzle Game	#6	83%	Excellent multi-player game, but flawed single-player offering.
B-Movie	GT Interactive	Shoot-'em-up	#12	76%	Fast-paced and thoughtful shoot-'em-up that takes the PSX to its limits.
Brahma Force	JVC	Mech Game	#7 RU	76%	Doom meets mech in this fun but flawed offering. Fun for a while, though.
Breath of Fire III	Ocean	RPG	#7	86%	Little new in this Jap-style RPG, but if it ain't broke, don't fix it…
Brian Lara Cricket	**Codemasters**	**Sports Sim**	**#12**	**90%**	**As cricket sims go, this is as good as it gets. Flawless graphics and presentation.**
Brigandine	Atlus	RPG	#11 IM	74%	Solid but unspectacular RPG. Plays well, but offers nothing new.
Broken Sword	Sony CEE	Adventure	#3 RU	80%	Great graphic adventure, but sampled speech takes its toll on loading times.
Broken Sword 2	Sony CEE	Adventure	#1	81%	In-depth but occasionally obscure graphic adventure. Good plot, though.
Brunswick Circuit Pro Bowling	THQ	Sports Sim	#14	89%	Excellent ten-pin bowling sim wisely released at a budget price.
Bubble Bobble Pack	Acclaim	Compilation	#13 RU	79%	Two classic games (Bubble Bobble and Rainbow Islands) and an update of the latter.
Bubsy 3D	Bubsy 3D	Platform Game	#13 RU	25%	This 3D platformer redefines the term 'bland'. It's awful.
Buggy	Gremlin Interactive	Driving Game	#11	70%	Driver based on remote controlled cars. Fun for a while, but shallow.
Bug Riders	GT Interactive	Shoot-'em-up	#8	51%	Playable for a while, but no lasting fun. A flawed concept is poorly executed.
Bugs Bunny: Lost In Time	Infogrames	Platform Game	#20	53%	This useless platformer is a complete waste of a promising licence.
Burning Road	Funsoft	Driving Game	#14 RU	70%	An ageing driver with lots to offer, but not when compared to the newer racers.
Bushido Blade	**Sony CEE**	**Beat-'em-up**	**#2**	**90%**	**A beat-'em-up with no life bar? A devastatingly slick and original offering.**
Bushido Blade 2	Sony Japan	Beat-'em-up	#15 IM	86%	Satisfying sequel that builds on the original. Speech in Japanese doesn't help.
Bust-a-Groove	**Sony CEE**	**Puzzle Game**	**#10**	**94%**	**Follow button sequences to make your character strut his stuff. Brilliantly executed.**
Bust-A-Move 2	Enix	Music	#18 IM	77%	Sequel of the hit 'Simon Says' that doesn't match the might of the original.
Bust-a-Move 2 (Groove)	Acclaim	Puzzle Game	#8 RU	80%	Not as good as its sequels and not worth buying if you have one, but a great puzzler.
Bust-a-Move 3 DX	Acclaim	Puzzle Game	#4	86%	This puzzler's based on a simple concept, but is interesting and addictive.
Bust-a-Move 4	**Acclaim**	**Puzzle Game**	**#13**	**90%**	**Breaks no new ground, but offers the same addictive gameplay as its predecessors.**
Capcom Generations	Virgin Interactive	Compilation	#21	73%	Thirteen (yes, 13) old Capcom games. Some are better than others.
Capcom Generation 5	Capcom	Compilation	#15 IM	77%	Three arcade-perfect versions of Street Fighter 2, with tips, art and info thrown in.
Cardinal Syn	**Sony CEE**	**Action Adventure**	**#5**	**90%**	**Fast and bloodthirsty beat-'em-up with weapons. Powerful stuff.**
Castrol Honda SBR	THQ	Driving Game	#23	70%	Half-hearted bike racer. Nothing much wrong with it, but no real sparkle.
Cheesy	Ocean	Platform Game	#13 RU	14%	Great CGI intro, but the game's a woefully inept platformer. No fun at all.
Chessmaster 3D	Mindscape	Strategy Game	#17 RU	73%	It's chess. For the PlayStation. And it works very well…
Chessmaster II	Mindscape	Strategy Game	#20	79%	As a chess sim it couldn't be better, more could be done to make it a game.
Chill	Eidos	Sports Sim	#4	46%	A disastrous snowboarding effort with awkward controls and ill-conceived time limit.
Choro Q Wonderful	Takara	Driving RPG	#23 IM	40%	RPG with cars as characters. Too simplistic, and language barrier kills it…
Chronicles of the Sword	Psygnosis	Adventure	#3 RU	60%	Very poorly presented adventure with clichéd puzzles and weak animations.
Circuit Breakers	Mindscape	Driving Game	#6	89%	One of the best multi-player racers ever, and a damned good one-player offering too.
City of the Lost Children	Psygnosis	Adventure	#3 RU	81%	Slow interface, but its dark, depressing plot keeps you coming back for more.
Civilization II	Activision	Strategy Game	#16	61%	Deep as you like, but a little too much like an interactive history lesson.
Clock Tower	ASCII Entertainment	Adventure	#2	77%	Shoddily put together, but at times terrifying real-time adventure.
Colin McRae Rally	**Codemasters**	**Driving Game**	**#19 PL**	**91%**	**Another cool driver. No overtaking, but plenty of rally racing.**
Colony Wars	**Psygnosis**	**Action/Strategy**	**#14 PL**	**90%**	**A brilliant space combat offering with a great storyline and interesting strategy element.**
Colony Wars: Vengeance	**Psygnosis**	**Strategy Sim**	**#12**	**90%**	**Epic space combat and strategy outing with six possible endings. A truly epic game.**
Command & Conquer	**Virgin Interactive**	**Strategy Sim**	**#6**	**91%**	**Top strategy offering, but the lack of a link-up mode is criminal.**
C&C: Red Alert	**Virgin Interactive**	**Strategy**	**#18 PL**	**93%**	**A distinct improvement on the original, offering more of everything and now only £20.**
C&C: Retaliation	**Virgin Interactive**	**Strategy Sim**	**#17 RU**	**91%**	**More of the same Command & Conquer action, but if it ain't broke, don't fix it…**
Constructor	Acclaim	Strategy Sim	#12	82%	City building and resource management in this wonderfully humorous strategy sim.
Contra: Legacy of War	Konami	Shoot-'em-up	#5 RU	60%	Dodgy 3D shoot-'em-up. Unspectacular in the extreme.
Cool Boarders 2	**Sony CEE**	**Sports Sim**	**#17 PL**	**90%**	**Not as good as the third outing, but ideal for the casual snowboarding fan.**
Cool Boarders 3	**Sony CEE**	**Sports Sim**	**#13**	**92%**	**A much bigger game than Cool Boarders 2, and with polished gameplay to boot.**
Courier Crisis	BMG	Driving Game	#1	82%	A game where you ride a bicycle? Fun, but imperfectly executed.
Crash Bandicoot	Sony CEE	Platform Game	#4 PL	82%	Surpassed by its sequels, but still worth a look at Platinum prices.
Crash Bandicoot 2	**Sony CEE**	**Platform Game**	**#16 PL**	**90%**	**More of the same, but who cares if it's this good? Oozes atmosphere.**
Crash Bandicoot 3: Warped	Sony CEE	Platform Game	#13	89%	Loveable 3D platformer, but repetitive after a while. Basically, more of the same.
Crime Killer	Interplay	Driving Game	#8	64%	Race 'n' chase cops 'n' robbers action, but too samey and full of design flaws.
Croc	Fox Interactive	Platform Game	#10 PL	67%	Not the worst 3D platformer on the PSX, but far from the best.
Croc 2	Fox Interactive	Platform Game	#19	68%	Weak platformer which uses every platforming cliche. Dodgy, derivative and dire.
Crusader: No Remorse	Origin	Action Adventure	#5 RU	80%	Poor controls and lousy graphics fail to kill this strategy shooter. Great ideas.
Crypt Killer	Konami	Light Gun	#6 RU	11%	Disastrous light gun offering. One of the worst PSX offerings ever.
Cyberia	Interplay	Adventure	#3 RU	54%	Hopelessly linear adventure where exploration leads to almost-inevitable death.
Cyber Speed	Mindscape	Driving Game	#14 RU	65%	Hovercar racing/combat game made redundant by the WipEout series.
D	Acclaim	Adventure	#3 RU	62%	An adventure with a two-hour real-time time limit, no save and no pause - honest!
Dark Forces	LucasArts	3D Shoot-'em-up	#7 RU	79%	Technically superb Star Wars-licensed Doom clone, but the levels are a little too large.
Dark Omen	**Electronic Arts**	**Strategy Sim**	**#4**	**90%**	**Warhammer wargame in the Command & Conquer mould. Fiendishly addictive.**
Darkstalkers	Virgin Interactive	Beat-'em-up	#4 RU	80%	Street Fighter clone licensed from a Japanese cartoon.
Darkstalkers 3	Virgin Interactive	Beat-'em-up	#17	65%	Basically a Street Fighter clone with boring characters. Not outstanding.
Dead Ball Zone	**GT Interactive**	**Sports Sim**	**#6**	**91%**	**Violent futuristic sports sim. Spectacular gameplay, and a superb management system.**
Dead or Alive	Sony CEE	Beat-'em-up	#7	84%	Competent fighter, but not as good as the inimitable Tekken 3…
Deathtrap Dungeon	Eidos	Action Adventure	#4	88%	Hack-'n'-puzzle offering based on Ian Livingstone's Fighting Fantasy gamebook.
Defcon 5	Sony CEE	Strategy Game	#17 RU	86%	Strategic shooting - fun if you can pass the ridiculously hard opening levels.

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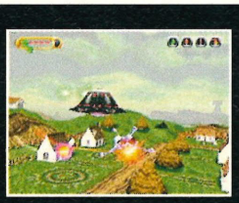
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BARGAIN BIN

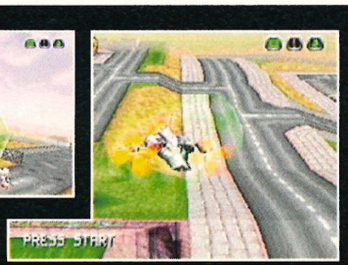
B-Movie

GT Interactive









This one scored a respectable but unremarkable 76% back in Issue 12, and then promptly disappeared. It deserved better. While it was never going to set the world alight, it was a fast, frantic and involved blaster with some serious strategic considerations to take on board.

In its day (but arguably not so much now), the game pushed the PSX to its limits. The sense of speed is incredible, as you zip along detailed terrains and dodge alien bullets. The strategy elements offer the chance to reverse-engineer alien technology and use it against them.

Perhaps B-Movie never really took off because it's such a niche market - few games on the PSX make realistic attempts to combine strategic and shoot-'em-up elements. If you missed it first time around, though, it's well worth a look at bargain bin prices.

Title	Publisher	Genre	Issue	Score	Comment
Descent	Interplay	3D Shoot-'em-up	#7 RU	78%	Quality gravity-free Doom game, but only if you can think in 3D.
Descent 2	Interplay	Beat-'em-up	#7 RU	50%	The sequel throws in extra weapons and gizmos, but throws out the original's playability.
Destrega	Sony CEE	Beat-'em-up	#23	28%	This lousy fighter should've been called 'disaster'.
Destruction Derby	Psygnosis	Driving Game	#14 RU	85%	Banger racing sim with a few flaws, mainly in its crash physics.
Destruction Derby 2	**Psygnosis**	**Driving Game**	**#3 PL**	**90%**	**Be the last car moving as you drive into other racers. Edge-of-your-seat stuff.**
Devil Dice	**Sony CEE**	**Puzzle Game**	**#13**	**90%**	**Fiendish puzzler where you make dice disappear by matching their numbers.**
Diablo	Electronic Arts	Action Adventure	#4	64%	An arcade shooter with RPG overtones. Combat is very straightforward and dull.
Die Hard Trilogy	**Fox Interactive**	**Compilation**	**#3 PL**	**94%**	**Three games in one, all of which could stand alone - superb!**
Dino Crisis	Capcom	Action Adventure	#20 IM	86%	Great Res-Evil-with-dinosaurs action, but puzzles impossible unless you speak Japanese.
Discworld	Psygnosis	Adventure	#3 RU	80%	Too difficult for non-Pratchett fans, but otherwise a sound adventure.
Discworld 2	Psygnosis	Adventure	#1	86%	One of the best graphic adventures on the PSX. Great off-beat humour.
Disney's Hercules	Sony CEE	Platform Game	#12	73%	Stupid title, but the game's a great for-the-kids 2D platformer.
Disruptor	Interplay	3D Shoot-'em-up	#7 RU	89%	Too short at 12 levels, but now it costs around £20, this Doom game's a winner.
Diver's Dream	Konami	Action Adventure	#16	70%	Dodgy flaws bring down what could've been a classy game. Awkward controls.
Dodgem Arena	Black Friar	Sports Sim	#12	85%	A driving game crossed with a sports sim? This football/racer hybrid works well too.
Doom	**GT Interactive**	**3D Shoot-'em-up**	**#9 PL**	**91%**	**Spectacular level design makes this 3D own-eye shooter a real winner.**
Dreams	Cryo Interactive	Platform Game	#20	31%	Pandemonium wannabe, cursed by dodgy graphics, boring gameplay and illogical characters.
Driver	**GT Interactive**	**Driving Game**	**#19**	**93%**	**Car crime in full 3D. It's a steal.**
Duke Nukem	**GT Interactive**	**3D Shoot-'em-up**	**#7 RU**	**91%**	**Doom with attitude - takes the game's interactivity a stage further.**
Duke Nukem: Time To Kill	**GT Interactive**	**3D Shoot-'em-up**	**#10**	**93%**	**Owes more to Tomb Raider than Doom, but Duke's inimitable humour is intact.**
Dynasty Warriors	KOEI	Beat-'em-up	#4 RU	75%	Fighting game with lots of weapons but no kicking moves. Interesting, but unremarkable.

E

Earthworm Jim 2	Virgin Interactive	Platform Game	#13 RU	60%	A direct port from the Mega Drive version. Good, but surely the PSX deserves more?
Einhander	**Squaresoft**	**Shoot-'em-up**	**#7 IM**	**95%**	**Fantastic side-scrolling blaster with superb attention to detail.**
Elemental Gearbolt	**Sony Japan**	**Light Gun**	**#6 RU**	**94%**	**Superb import light gun game. It's about time it was released over here...**
Eliminator	Psygnosis	Shoot-'em-up	#14	43%	Acceptable two-player mode, but disappointing one-player blast.
Epidemic	Sony CEE	3D Shoot-'em-up	#7 RU	51%	Unofficial sequel to Kileak. Too little game spread over too much playing area.
Episode 1: Phantom Menace	Activision	Action Adventure	#23	80%	Cool Star Wars movie action, but not quite a classic - just like the film.
ESPN Extreme Sports	Sony CEE	Sports Sim	#16 RU	20%	Dire graphics and events that basically play the same. A disaster from the past.
European PGA Golf	Infogrames	Sports Sim	#23	75%	Not the best golf sim out there, but not the worst either...
Everybody's Golf	Sony CEE	Sports Sim	#6	65%	This one has a cult following, but we didn't like it. Lacks challenge.
Evil Zone	Titus Software	Beat-'em-up	#19	86%	Two-button beat-'em-up - ideal for beginners, but will frustrate Tekken experts.
Excalibur 2555AD	Telstar	Action Adventure	#7	78%	3D action adventure with object-based puzzles. Lacks polish.
Exhumed	**BMG**	**3D Shoot-'em-up**	**#7 RU**	**92%**	**Doom crossed with an adventure and set in Ancient Egypt. Superb stuff.**
Explosive Racing	TOKA	Driving Game	#14 RU	62%	Cartoon-style racer high on speed but lacking in depth and with weak controls.
EZ Ehrgeiz	Squaresoft	Beat-'em-up/RPG	#14 IM	54%	Interesting mix of game styles, but it doesn't work as a complete game.

F

FA Manager	Eidos Interactive	Strategy Game	#20	68%	Not baaaad, but hardly earth-shattering. A bit like Bristol City.
FA Prem L'gue F'ball Man. 2000	Electronic Arts	Strategy Sim	#23	68%	Not a baaaad footie management game, but hardly LMA Manager.
Felony 11-79	ASCII Entertainment	Driving Game	#1	80%	Driving game where you steal cars. Fun but too short.
FIFA 97	Electronic Arts	Sports Sim	#10 RU	70%	Big improvements over the previous version, but still shoots wide of the goal.
FIFA 99	**Electronic Arts**	**Sports Sim**	**#12**	**92%**	**It's a FIFA football sim again. Well what did you expect? Virtua Country Dancing?**
FIFA Road to World Cup	**Electronic Arts**	**Sports Sim**	**#19 PL**	**91%**	**Top footy game, but no real surprises.**
Fifth Element, The	Sony CEE	Action Adventure	#9	85%	Interesting though imperfect Tomb Raider clone. More puzzles would help.
Fighting Force	Eidos	Beat-'em-up	#1	78%	A 3D run-around fighting game with too many glitches to be outstanding.
Final Doom	GT Interactive	3D Shoot-'em-up	#7 RU	80%	A polished sequel to Doom, but why only 30 levels when the PC game had 64?
Final Fantasy Tactics	**Sony CE Japan**	**Strategy Sim**	**#11 RU**	**90%**	**Turns-based RPG combat. Cool game, but only available on import.**
Final Fantasy VII	**Sony CEE**	**RPG**	**#18 PL**	**96%**	**The greatest RPG ever just got better at a Platinum price.**
Final Fantasy VIII	**Squaresoft**	**RPG**	**#16 IM**	**96%**	**Spectacular role-player that comes on four disks. Great characterisation and plot.**
Firestorm: Thunderhawk 2	Core Design	Flight Sim	#9 RU	79%	Very old helicopter arcade flight sim. Showing its age technically, but can still thrill.
Floating Runner	THQ	Platform Game	#13 RU	21%	Awkward perspective and stupid controls destroy this 3D platformer.
Fluid	Sony CEE	Utility	#8	54%	Part game, part sequencer, but neither has the depth to justify the asking price.
Formula 1	Psygnosis	Driving Game	#5 PL	88%	Superb driving game, but cursed by some terrible bugs. Opponent AI's weak too.
Formula 1 97	**Psygnosis**	**Driving Game**	**#19 PL**	**91%**	**Bugged but brilliant F1 sim. A genuine televisual experience.**
Formula 1 '98	Psygnosis	Driving Game	#11	80%	Significant improvements on opponents' AI, but overall the game has regressed.
Formula One '99	**Psygnosis**	**Driving Game**	**#23**	**96%**	**At last, the F1 series is worth the plaudits heaped upon it. Classic stuff!**
Formula Karts SE	Telstar	Driving Game	#1	87%	It's a little short, but thrilling nonetheless. A whole new perspective on driving games.
Forsaken	**Acclaim**	**3D Shoot-'em-up**	**#7**	**93%**	**Doom meets Descent, taking the best of both and melding them into a top 3D blaster.**
Frenzy	SCI	Shoot-'em-up	#7	59%	Kiddie's shoot-'em-up where it's almost impossible to die.
Future Cop: LAPD 2100	Electronic Arts	Shoot-'em-up	#11	85%	Soviet Strike on the ground. Nothing ground-breaking, but fun nonetheless.

G

G*Darius	THQ	Shoot-'em-up	#10	74%	Fun retro blaster, but at times relies on filling the screen with too many baddies.
G-Police	Psygnosis	Flight Sim	#14 PL	87%	Great space combat, but showing its age technically.
G-Police 2: WoJ	**Sony CEE**	**Flight Sim**	**#21**	**92%**	**Space-based blasting doesn't get much better than this. A great technical achievement.**
Guardian's Crusade	Activision	RPG	#17	63%	Spectacular fresh ideas, but weak in a few areas.
Gex	BMG	Platformer	#13 RU	70%	This platformer seems to have it all, but is somehow a little uninspiring.
Gex 3D: Enter the Gecko	**BMG**	**Platformer**	**#5**	**93%**	**Fantastic 3D platformer - real effort has been put into the level design.**
Gex: Deep Cover Gecko	**Eidos**	**Platform Game**	**#16**	**91%**	**The lizard returns in his best outing yet. A little thin on baddies, though.**
Ghost in the Shell	Sony CEE	Shoot-'em-up	#5	81%	Great Anime blaster, but too insubstantial to be good value.
Global Domination	Psygnosis	Strategy Game	#15	55%	Dull strategy war sim with poor controls. For die-hard fans only.
Grand Theft Auto	**Take 2 Interactive**	**Driving/Action**	**#10 PL**	**90%**	**Steal cars, bomb police stations, smuggle drugs; no wonder it's '18'-rated.**
Grand Theft Auto: London	Take 2	Crime Sim	#18	83%	World's first PSX add-on disc, a great addition to the original.
Granstream Saga, The	Sony CEE	RPG	#15	72%	Slow storyline and easy puzzles, but not bad for beginners.
Gran Turismo	**Sony CEE**	**Racing**	**#18 PL**	**95%**	**Amazing visuals and an incredible driving engine for 20 quid; a real winner.**
Grid Run	Virgin Interactive	Puzzle Game	#8 RU	49%	Tag in a maze - useless in single-player mode, and not great even with friends.
Guardian of Darkness, The	Cryo Interactive	3D Action Game	#23	35%	Takes a while to get into, and it isn't really worth the effort.
Guitar Freaks	Konami	Music Game	#21 IM	72%	Cool guitar interpretation of Beatmania, but harder than a brick with a flick-knife.
Gungage	Konami	Shoot-'em-up	#23	32%	80s attitudes, dodgy graphics and poor gameplay make this a non-starter.
Gunship	Microprose	Flight Sim	#9 RU	38%	Helicopter flight sim with terrible graphics and unusable in-chopper perspective.

H

Hardcore 4x4	Gremlin	Driving Game	#14 RU	75%	Monster trucks and rugged tracks, but little lastability.
Hard Edge	Sunsoft	Action Adventure	#17	82%	Not as good as Res Evil, but a fine 'tribute' just the same.
Heart of Darkness	Infogrames	Arcade Adventure	#17 PL	74%	Interesting, graphically excellent but essentially flawed. Also too short.
Hebereke Popitto	Sunsoft	Puzzle Game	#8 RU	34%	Derivative puzzler which 'borrows' from several games but fails to match any of them.
Hexen	GT Interactive	3D Shoot-'em-up	#7 RU	33%	Uses the Doom engine, but retains none of its playability and verve. Best forgotten.
Hi-Octane	Bullfrog	Driving Game	#14 RU	54%	Slow frame rate, sluggish controls and lack of visual detail make this one to miss.
Hugo	ITE Media	Platform Game	#11	64%	Don't laugh - it's for the kids. The very young will enjoy its cartoony graphics.
Hyper Tennis	Gremlin Interactive	Sports Sim	#16 RU	34%	Crude animations, dire graphics and shoddy gameplay destroy this tennis sim.

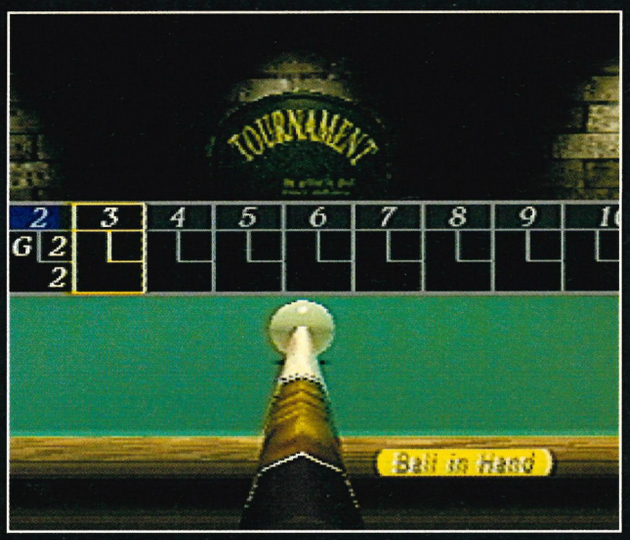
BONUS GAME OF THE MONTH

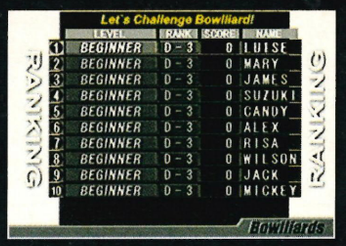
Pool Hustler

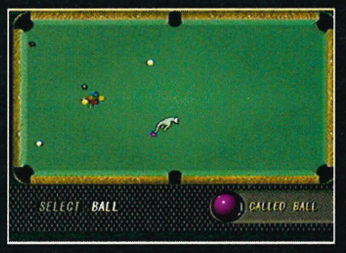
Bonus Game: Bowlliards

Cool - it's billiards, but played according to the rules and scoring of ten-pin bowling. You get it by entering ↑, ↑, ↓, ↓, ▲, ▲, ✕, ✕, ←, →, ■, ● on the title screen - the Bowlliards option opens in the menu.

Let me explain. Think of the coloured balls as pins, and your cueball as the bowling ball. You have two 'chances' (just like the bowler has two balls - no sniggering at the back). After the break, you must pocket on every shot, or you lose a ball. Targets and pockets must be nominated before you play. Take out every ball on the table without missing once and you get a strike, and the 'pins' are reset. Miss twice, and it's your shot over - the pins once again reset. Scoring and ranking is exactly the same as in bowling.







Title	Publisher	Genre	Issue	Score	Comment
Impact Racing	JVC	Driving Game	#14 RU	58%	Destruction Derby-type racer, but nowhere near as accomplished.
Independence Day	Fox Interactive	Shoot-'em-up	#9 RU	29%	A complete joke. Bad graphics, dodgy gameplay and ridiculously samey levels.
International Moto X	Warner Interactive	Driving Game	#14 RU	71%	Motorbike scrambling game. Not bad, but lacklustre opponents' AI.
In the Hunt	THQ	Shoot-'em-up	#5 RU	59%	2D blaster for kids - sluggish and with poor visuals, but reasonable fun.
Indy 500	JVC	Driving Game	#4	53%	IndyCar game for kids - simplified driving models and easy handling.
International Track and Field	Konami	Sports Sim	#16 RU	70%	This one's quite addictive, especially in multiplayer mode. Fun multi-eventer.
Invasion	Microids	Flight Sim	#16	27%	Dire sci-fi blaster that fails on every level. Technically inept and cursed by poor design.
ISS Deluxe	Sports Sim	Konami	#10 RU	66%	Update of an old SNES game. Can't keep up with today's offerings.
ISS Pro	**Konami**	**Sports Sim**	**#10 RU**	**90%**	**Perfect mix of simulation and arcade action. Graphics showing their age, though.**
ISS Pro '98	**Konami**	**Sports Sim**	**#9**	**95%**	**This tactical, in-depth soccer sim puts in a world class performance. A winner.**
Iznogoud	Sony CEE	Platform Game	#13 RU	10%	Disastrous 2D platformer. Don't even think of buying it.
Jade Cocoon	Crave Entertainment	RPG	#23	60%	Neat RPG game from the newcomers, but far from a gem.
Jeremy McGrath SC 98	Acclaim	Driving Game	#7	71%	Flawed, sub-standard motocross sim. For die-hard fans of the sport only.
Jersey Devil	Ocean	Platform Game	#13 RU	89%	Full freedom of movement in this fully-3D platformer. Great visuals.
Jet Rider	Sony	Driving Game	#14 RU	44%	Dull courses, dumb computer opponents and dodgy physics - it sucks.
Jet Rider 2	Sony	Driving Game	#14 RU	61%	Better-designed courses than the original, but still ropey and frustrating.
Jonah Lomu Rugby	Codemasters	Sports Sim	#16 RU	89%	Intuitive controls and a true representation of the sport make this a joy to play.
Johnny Bazookatone	US Gold	Platform Game	#13 RU	64%	A platformer for younger gamers. It's not bad, but is definitely showing its age.
Judge Dredd	Gremlin Interactive	Light Gun	#6 RU	33%	Boring light gun game with bugger all to do with Dredd. Not good.
Jumping Flash!	Sony CEE	Platform Game	#13 RU	79%	An own-eye perspective platform shooter? Sounds terrible, but it works really well.
Jumping Flash! 2	Sony CEE	Platform Game	#13 RU	86%	A similar game to the first one, but with tighter, better designed levels.
K1 Arena Fighters	THQ	Beat-'em-up	#4 RU	44%	Kickboxing sim with foes so thick they throw punches while you're miles away.
Kagero Deception 2	Virgin Interactive	Strategy	#18	77%	Fiendishly clever strategy game that's let down by poor control and iffy graphics.
Kensei	**Konami**	**Beat-'em-up**	**#14**	**90%**	**Top fighting game with superb blocking animations.**
Kick Off '97	Maxis	Sports Sim	#10 RU	60%	Fair-to-middling soccer sim. It's not bad, but there are better games around.
Kick Off World	FunSoft	Sports Sim	#8	70%	So-so kick-around which just can't manage a Premier League performance.
Kileak the Blood	Sony CEE	3D Shoot-'em-up	#7 RU	28%	Great technically, but where's the game? As interesting as juggling on the radio.
King's Field	ASCII	RPG	#11 RU	69%	First-person perspective RPG. For die-hard fans of the genre only.
Kingsley's Adventure	Psygnosis	Platform Game	#23	70%	Unremarkable 3D platform romp. For the younger gamer.
KKND: Krossfire	Infogrames	Strategy Game	#16	73%	Command & Conquer clone, but not quite as good.
Klonoa	Sony CEE	Platform Game	#6	74%	A decent cutsey platformer, but lacks long-term appeal. Ideal for kids, though.
Knockout Kings 99	Electronic Arts	Sports Sim	#13	42%	Abysmal graphics and dull fighting make this one to avoid.
Krazy Ivan	Psygnosis	Mech Game	#7 RU	43%	Mech game with graphics showing their age and simplistic combat.
Kula World	Sony CEE	Puzzle/Platform	#6	88%	Puzzle platformer where you guide a beach ball over some weird structures.
Kurushi Final	Sony CEE	Puzzle Game	#21	88%	More of the same, but who cares? The original was great…
Kurushi: Intelligent Cube	Sony CEE	Puzzle Game	#8 RU	79%	Lousy presentation, but this unusual puzzler scores heavily in the gameplay department.
Legend	Funsoft	Beat-'em-up	#11	81%	Side-scrolling beat-'em-up in the Double Dragon mould. Good, but unremarkable.
Legend of Kartia	Konami	RPG	#19	68%	Interesting if uninspiring RPG - fun, but no FFVII.
Legend of Mana	Squaresoft	RPG	#23 IM	60%	Cool RPG, but avoid it if you can't speak Jap.
Lemmings	Psygnosis	Puzzle Game	#12	59%	Retro compilation featuring the original Lemmings and the data pack for £20.
Lethal Enforcers 1&2	Konami	Light Gun	#6 RU	23%	This retro release shows how far games have moved since the 16-bit days. It's crap.
LiberoGrande	Sony CEE	Sports Sim	#13	80%	A new look at PSX football - you control a single player, not the team.
Lifeforce Tenka	Psygnosis	3D Shoot-'em-up	#7 RU	52%	Superb interactivity which makes Doom look dated, but the game itself is uninspired.
Little Big Adventure	Electronic Arts	Adventure	#3 RU	76%	Isometric perspective and interesting puzzles make this a cool adventure.
Live Wire!	SCi	Puzzle Game	#15	73%	Fast and colourful, but ultimately too clever for its own good.
Lomax	Psygnosis	Platform Game	#13 RU	45%	A 2D platformer set in the land of the lemmings. Poorly designed levels ruin it, though.
Lone Soldier	Telstar	Shoot-'em-up	#5 RU	22%	Insipid disaster of a 3D shoot-'em-up with the worst control system ever seen.
Lost Vikings 2	Interplay	Puzzle Game	#8 RU	89%	Three Vikings with individual abilities puzzle their way through this epic game.
Lost World, The	Electronic Arts	Platform Game	#13 PL	29%	Outrageously shoddy platformer that breaks every known rule in game design.
LMA Manager	**Codemasters**	**Strategy Sim**	**#22**	**92%**	**The best football management game on the PSX, bar none.**
Lucky Luke	Infogrames	Platform Game	#23 PL	40%	This platformer's two bullets short of a revolver.
Madden 98	Electronic Arts	Sports Sim	#19 RU	76%	Imagine Madden 97 with updated rosters and a few minor tweaks. That's Madden 98…
Madden NFL 2000	Electronic Arts	Sports Sim	#23	87%	Yet another American sports game from EA. Is there no end to them?
Mad Panic Coaster	Takara Co.	Driving Game	#23 IM	77%	Curious roller coaster game. Fun, but tricky.
Magic Carpet	Bullfrog	Strategy Game	#17 RU	70%	Incredible feeling of freedom, but overall, the game is showing its age.
Marvel S. Heroes Vs SF	Virgin Interactive	Beat-'em-up	#17	86%	Your fave Street Fighters meet the men from Marvel. Not a bad scrap.
Master of Monsters	Sony CEE	Strategy Game	#23	45%	Not the most exciting wargame/RPG hybrid. Too one-dimensional.

Title	Publisher	Genre	Issue	Score	Comment
Masters of the Teräs Käsi	Virgin Interactive	Beat-'em-up	#4	82%	Star Wars beat-'em-up. Fun, but easy when you find Luke's near-unstoppable move…
Max Power Racing	**Infogrames**	**Driving Game**	**#13**	**92%**	**Top arcade-style driving game with loads of courses and real-life cars.**
MDK	Interplay	Shoot-'em-up	#1	85%	A brilliantly innovative 3D action game, but a little too easy to last.
MechWarrior 2	Activision	Mech Game	#7 RU	71%	Excellent mission-based objectives, but why is the scenery so uninspiring?
MediEvil	**Sony CEE**	**Arcade Adventure**	**#21 PL**	**93%**	**Stunning slash-'n'-solver which keeps you playing for months.**
Megaman Legends	Virgin Interactive	Platform Blaster	#13	82%	Megaman, that old warhorse from the 16-bit consoles, returns in glorious 3D.
Megaman x4	Virgin Interactive	Platform Blaster	#13	79%	Looks and plays like a SNES game, but this 2D platform shooter is still enjoyable.
Men In Black	Gremlin Interactive	Action Adventure	#8	38%	Bloody awful 3D action adventure with lousy controls and disastrous glitches.
Metal Gear Solid	**Konami**	**Action Adventure**	**#15**	**96%**	**James Bond with knobs on - a fantastic 3D cinematic experience.**
Michael Owen's WLS '99	Eidos	Sports Sim	#13	70%	Awkward controls and unforgivable bugs bring down this otherwise-impressive game.
Mickey's Wild Adventure	Sony CEE	Platform Game	#12	69%	Another fun kiddie 2D platformer from Disney. A must for Mickey fans…
Micro Machines V3	**Codemasters**	**Driving Game**	**#3 PL**	**93%**	**Brilliant top-down racer featuring tiny vehicles and imaginative tracks.**
Midnight Run	Konami	Driving Game	#14 RU	60%	Conversion of a Konami coin-op. Lacks substance and longevity.
Mission Impossible	Infogrames	Stealth/Spy Sim	#23	85%	Great mission-based 3D offering, but a little too hard in places.
Monaco Grand Prix	Ubi Soft	Driving Game	#17	78%	Reasonable Formula One racing action, but with no licenses the cars look bland.
Monkey Hero	Take 2	RPG	#14	88%	Interesting action-style RPG for the younger PlayStation gamer.
Monopoly	Hasbro	Strategy Game	#17 RU	20%	What's the point of releasing a PSX game based on Monopoly? Utter madness!
Monster Seed	Sunsoft	RPG	#16	48%	Tedious RPG that tries to be different but leaves the gameplay behind in the process.
Monster Trucks	Psygnosis	Driving Game	#14 RU	69%	Mediocre truck game with too much pop-up and poor handling.
Mortal Kombat 3	GT Interactive	Beat-'em-up	#4 RU	60%	Gimmick-riddled gameplay, but no depth. The series is getting tired.
Mortal Kombat 4	**GT Interactive**	**Beat-'em-up**	**#9**	**91%**	**Mortal Kombat enters the realms of 3D with its gameplay intact and even improved upon.**
Mortal Kombat Mythologies	GT Interactive	Beat-'em-up	#13 RU	20%	Platform beat-'em-up. Should've been good, but is riddled with flaws.
Mortal Kombat Trilogy	GT Interactive	Beat-'em-up	#5 PL	60%	All the characters from the first three MK games, but same flat gameplay too.
Moto Racer	Electronic Arts	Driving Game	#16 PL	73%	Two styles of racing (scrambling and Grand Prix) don't mix well, but it's still fun.
Moto Racer 2	Electronic Arts	Driving Game	#10	86%	Scrambling and Grand Prix motorcycle action in this arcadey driving game.
MotorHead	**Gremlin Interactive**	**Driving Game**	**#5**	**90%**	**Great driving game, but bloody hard. Nothing to do with Lemmy and the boys, either.**
Motor Toon GP	Sony	Driving Game	#14 RU	70%	Great for the kids, and amazing considering it was coded in 1994.
Motor Toon GP 2	Sony	Driving Game	#14 RU	83%	Cartoon racer which makes significant improvements over the original.
Mr Domino	**JVC**	**Puzzle Game**	**#7**	**91%**	**Great puzzle game based on domino tippling. Excruciatingly hard, though.**
Music	Codemasters	Utility	#11	84%	Create your own music tracks, along with its own light show. Flexible and accessible.
Myst	Broaderbund	Adventure	#3 RU	55%	Ridiculous puzzles, lack of plot and slow pace ruin this adventure.

N

N2O	Gremlin Interactive	Shoot-'em-up	#8	60%	Great psychedelic visuals, but ultimately it's just another flawed Tempest clone.
Nagano Winter Olympics 98	Konami	Sports Sim	#3	50%	Huge number of events, but all are too shallow and unenjoyable.
Namco Museum Volume 5	Sony CEE	Compilation	#2	72%	Five retro reissues - three good games and a couple of fillers.
NASCAR Racing	Electronic Arts	Driving Game	#14 RU	43%	Half finished in almost every respect - avoid this four-wheeled flop.
NASCAR 98	Electronic Arts	Driving Game	#14 RU	61%	Better, but limited by the sport itself - for NASCAR nuts only.
NASCAR 99	Electronic Arts	Driving Game	#11	79%	Contains all the real-life teams and drivers, but driving round in circles doesn't excite.
NBA Fastbreak '98	GT Interactive	Sports Sim	#5	89%	Basketball sim - great graphics, shit sound, realistic gameplay.
NBA Hangtime	Acclaim	Sports Sim	#19 RU	50%	Useless basketball sim. Who buys this crap?
NBA in the Zone 2	Konami	Sports Sim	#19 RU	85%	Oh no, not more basketball…
NBA Jam Tournament Ed.	Acclaim	Sports Sim	#19 RU	80%	Top arcade action in this pleasantly unrealistic basketball offering.
NBA Live 99	Electronic Arts	Sports Sim	#13	73%	A basketball sim for true enthusiasts. Has all the 1998 season rosters.
NBA Pro '98	Konami	Sports Sim	#4	71%	A very user-friendly, though ultimately unremarkable basketball sim.
NBA Pro 99	Konami	Sports Sim	#19	87%	It's a basketball game. No more, no less…
NBA Shootout '98	**Sony CEE**	**Sports Sim**	**#19 RU**	**90%**	**Arguably the best basketball offering on the PlayStation. Top stuff.**
Need For Speed	Electronic Arts	Driving Game	#14 RU	79%	A cool game in most respects, but despite the title, lacks speed.
Need for Speed 2	Electronic Arts	Driving Game	#15 RU	68%	A poor update of the original - bad graphics and no real feeling of speed.
Need for Speed 3	Electronic Arts	Driving Game	#4	83%	An excellent driving game, with the added attraction of racing coppers.
Need for Speed: RC	**Electronic Arts**	**Driving Game**	**#17**	**92%**	**The best Need for Speed game yet - great pursuit mode.**
Newman Haas Racing	Psygnosis	Driving Game	#4	60%	Disappointing race game based on the American Indy Car series.
NFL Blitz	GT Interactive	Sports Sim	#11	73%	Arcadey gridiron game. Cool as a two-player offering, useless on your own.
NFL Xtreme	Sony CEE	Sports Sim	#13	49%	Arcadey five-a-side gridiron game. Let down by dodgy perspectives and bad controls.
Ninja: Shadow Of Darkness	**Core Design**	**Action Adventure**	**#10**	**90%**	**Run around slashing things in this Tomb Raider-style epic of Japanese proportions.**
NHL 2000	Electronic Arts	Sports Sim	#23	75%	EA's annual hockey update is back, and it's more of the same…
NHL 99	Electronic Arts	Sports Sim	#11	87%	Yet another update of the NHL series. Cool stuff, with up-to-date rosters.
NHL Breakaway '98	Acclaim	Sports Sim	#19 RU	75%	Yet another ice hockey game. Not a bad one, mind…
NHL Face Off '98	Sony CEE	Sports Sim	#3	80%	Smooth controls, but overall it's a little too clinical.
NHL Face Off '99	Sony CEE	Sports Sim	#16	73%	An ice hockey sim with lots of attention to detail. Still not perfect, though.
NHL Open Ice	Midway	Sports Sim	#3	80%	Very arcadey ice hockey game, but none the worse for it.
NHL Powerplay '98	Virgin Interactive	Sports Sim	#3	82%	Exciting and packed with options, this one's got a great long-term challenge.
No Fear DHMB	Codemasters	Driving Game	#23	79%	An interesting title, but perhaps a little over-ambitious.
Nuclear Strike	Electronic Arts	Shoot-'em-up	#5 RU	89%	The EA helicopter-based thinking person's shoot-'em-up saga continues. Great FMV.

O

O.D.T.	Psygnosis	Shoot-'em-up	#12	82%	Awkward at first, but as you get into it, this 3D shooter improves.
Off World Interceptor	BMG	Driving Game	#15 RU	31%	One of the first games on the PlayStation. Bad controls and sluggish movement.

WEB SITE OF THE MONTH

WomenGamers.com

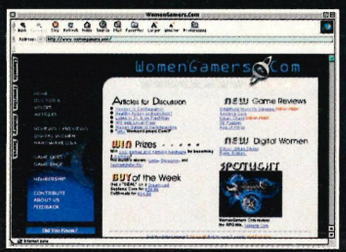
http://www.womengamers.com

WomenGamers.com isn't just for women. It welcomes any gamer, male or female, but hopes to 'establish an environment where women gamers can be integrated with the rest of the community'. Much of the gaming scene, they argue, discourages female gamesplayers or simply ignores them, despite 35% of console gamers being women. They may have a point - the ratio of male to female characters in games is pathetic, and women are often portrayed in stereotypes.

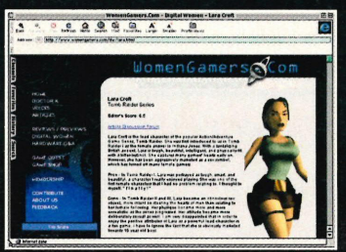
On the site you find the usual news and reviews, but also some intelligent discussion groups and articles. They're not rants against men, but thoughtful views on the gaming scene from a female perspective.

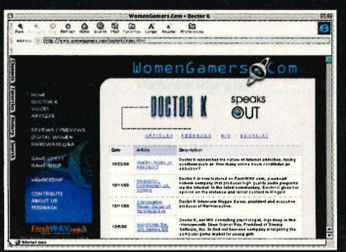
Popular female characters are discussed. For example, Lara's saluted as a strong woman, but the site is disappointed with the way her body's become less realistic with every new Tomb Raider game.

Intelligent gamers everywhere, male or female, will find something of interest at WomenGamers.com. It's a well designed, thought-provoking site, and the net is richer for it. Go on, take a look - you might be pleasantly surprised.









Title	Publisher	Genre	Issue	Score	Comment
Ogre Battle	Atlus	RPG	#11 RU	79%	Not a bad RPG/wargame hybrid, but basically just a SNES game with a makeover.
Olympic Games	US Gold	Sports Sim	#16 RU	61%	The individual games in this multi-eventer are too close for comfort. Average.
Olympic Soccer	US Gold	Sports Sim	#10 RU	82%	Arcade-style soccer played at break-neck speed. Includes good overhead perspective.
Omega Boost	Sony CEE	Shoot-'em-up	#20	75%	Wonderful-looking blaster, but let down by repetitiveness and lack of power-ups.
Onside Soccer	Telstar	Sports Sim	#10 RU	45%	Awkward footie game. Plays unbelievably slowly and the gameplay frustrating.
Overboard!	Psygnosis	Shoot-'em-up	#13	58%	Interesting ideas, but this ship-to-ship combat game is too smart for its own good.
Pac-Man World	Sony CEE	Platform Game	#23	87%	Nothing new in this platformer, but the Pac-Man atmosphere is preserved.
Pandemonium	BMG	Platform Game	#5 PL	88%	3D camera, 2D action but a great platformer nonetheless. Better than its sequel.
Pandemonium 2	Eidos	Platform Game	#11 PL	52%	Dodgy sequel which retains the original's charm, but not its gameplay.
Panzer General	Mindscape	Strategy Game	#17 RU	70%	Strategy wargame for the purest of purists. Basic hex-based graphics.
Parasite Eve	**Sony Japan**	**Action Adventure**	**#6 IM**	**94%**	**Great Resident Evil-style offering, but a nightmare if you can't speak Japanese.**
Parodius Deluxe	Konami	Shoot-'em-up	#5 RU	70%	Great Japanese-style shoot-'em-up, but basically a SNES port.
Pax Corpus	Cryo Interactive	Action Adventure	#9	19%	Woefully inept Tomb Raider wannabe - everything about it sucks.
Peak Performance	JVC	Driving Game	#15 RU	25%	Embarrassing physics, wonky collision detection and abysmal AI. Rubbish.
Pet In TV	Sony CEE	Virtual Pet	#9	71%	Train your pet using rewards and punishments. Innovative and different.
Pitball	Warner	Sports Sim	#16 RU	44%	Violent future sports offering let down by poor controls and too large a playing area.
Pitfall 3D	Activision	Platform Game	#13 RU	72%	A few flaws prevent this free-roaming platformer being a classic, but it's not bad.
Phat Air	Funsoft	Sports Sim	#13	31%	Dodgy snowboarding sim which 'rewards' winners with a new jacket.
Philosoma	Sony CEE	Shoot-'em-up	#5 RU	55%	This shoot-'em-up is cheesy, dated and visually unremarkable, but still manages to be fun.
Plane Crazy	Acclaim Entertainment	Racing Game	#23	44%	The best thing about this aerial racer is the pun in the title.
Player Manager 98-99	Infogrames	Sports Sim	#16	64%	Not a disaster, but it's too slow to be outstanding. Get Premier Manager instead.
Pocket Fighter	**Virgin Interactive**	**Beat-'em-up**	**#10**	**92%**	**Cutesy beat-'em-up featuring kiddie versions of the Street Fighter characters.**
PO-ed	Interplay	3D Shoot-'em-up	#7 RU	69%	A Doom clone based on a chef gathering ingredients. Is it meant to be funny? It isn't.
Point Blank	Sony CEE	Light Gun	#6	89%	Fairground-inspired light gun high-jinks. Superb depth and gameplay.
Point Blank 2	**Sony CEE**	**Lightgun Game**	**#22**	**91%**	**More fairground frolics and GunCon mayhem. Who thought a lightgun game could be cute?**
Pool Hustler	Activision	Sports Sim	#15	79%	Near-genius representation of the sport, but lacking in presentation.
Pool Shark	Gremlin Interactive	Sports Sim	#12	45%	Dreadful presentation and terrible graphics make this pool sim one to avoid.
Pop n' Pop	**JVC**	**Puzzle Game**	**#23**	**90%**	**Multiple modes, cute presentation, great gameplay - it has the lot!**
Pop'n Tanks	Enix	Driving Game	#23 IM	55%	One-on-one tank combat - too flawed to be worth considering.
Populous: The Beginning	Electronic Arts	Strategy Game	#15	86%	A wonderfully-accessible god sim, and a must for fans of the 16-bit Populous games.
Porsche Challenge	Sony CEE	Driving Game	#4 PL	79%	A quality game, but with only one car and four tracks it's just too short.
Powerful Baseball	Konami	Sports Sim	#21 IM	53%	Cute baseball sim as only the Japanese can do 'em. Language barrier makes options tricky.
Power Move Pro Wrestling	Activision	Beat-'em-up	#19 RU	82%	One of the better wrestlers on the PSX, but no licence...
Power Soccer 2	Psygnosis	Sports Sim	#1	65%	More uninspiring than outright bad, and made redundant by subsequent soccer sims.
Poy Poy	Konami	Puzzle Game	#4	89%	Great multiplayer brawling. Grab objects and bombs and chuck 'em at your mates.
Poy Poy 2	Konami	Action Game	#15	78%	A wonderful multiplayer combat experience, but lacking in one-player mode.
Premier League STARS	Electronic Arts	Sports Sim	#21	78%	Another game based on the FIFA engine. Too many flaws and too few enhancements to be a classic.
Premier Manager '98	**Gremlin Interactive**	**Strategy Sim**	**#5**	**91%**	**Spectacular and in-depth football management sim. User-friendly too.**
Premier Manager 99	**Gremlin Interactive**	**Strategy Sim**	**#14**	**93%**	**Top football management game, even for soccer haters.**
Primal Rage	Midway	Beat-'em-up	#4 RU	85%	Too few characters to be a real classic, but fun nonetheless.
Pro 18 Golf	Psygnosis	Sports Sim	#18	75%	Excellent graphics help to spotlight an otherwise run-of-the-mill game.
Project: Horned Owl	Sony Japan	Light Gun	#6 RU	43%	Another import light gun game. Dull and boring enemies make it a thrill-free zone.
Psybadek	Psygnosis	Sports Sim	#12	46%	Boring, frustrating hoverboard game with colourful graphics but sod all gameplay.
Psychic Detective	Electronic Arts	Adventure	#3 RU	50%	Confusingly unplayable adventure, but with genuine innovation.
Puchi Carat	PHB Systems	Puzzle Game	#23	38%	No new ideas and boring gameplay - not a good Breakout variant.
Puma Street Soccer	Infogrames	Sports Sim	#18	30%	Soccer games are ten-a-penny as we all know, so why did Infogrames bother with this?
Quake II	**Activision**	**1st-Person Blaster**	**#23**	**96%**	**The best Doom-style blaster on the PSX. Bar none.**
Raging Skies	Warner	Flight Sim	#9 RU	70%	This flight sim's not for beginners, but offers very realistic gameplay.
Raiden Project	Ocean	Compilation	#5 RU	49%	Two old coin-ops on one disc. Cursed by losing all your power-ups when you die.
Rainbow Six	Take 2 Interactive	3D Action Game	#23	66%	Interesting but flawed counter-terrorist Doom-style game.
Rampage 2: Universal Tour	GT Interactive	Action	#18	35%	A very old arcade beat 'em-up reborn; okay for ten pence in the arcade...
Rampage World Tour	GT Interactive	Smash-'em-up	#2	72%	Updated retro game doesn't give you enough for your money.
Rapid Racer	Sony CEE	Driving Game	#15 RU	58%	Great visuals, but boring, samey course design lets down this powerboat sim.
Rapid Reload	Sony CEE	Platform Blaster	#5 RU	41%	Dated platform blaster in the Mega Man mould. Looks and plays like a 16-bit game.
Rage Racer	**Sony CEE**	**Driving Game**	**#15 RU**	**90%**	**Conversion of coin-op Rave Racer, enhanced for the home console.**
Rally Cross	Sony CEE	Driving Game	#15 RU	36%	Too short and erratic difficulty level, but reasonable graphics and four-player mode.
Rally Cross 2	Sony CEE	Driving Game	#15	40%	Shite graphics and abysmal physics, and you hardly ever need to brake. 'Nuff said.
Rascal	Psygnosis	Platform Game	#13 RU	50%	Dodgy platformer with a dreadful main character and flawed design.
Rat Attack	Mindscape	Save-'em-up	#23	74%	Cartoony rat-catcher that oozes originality.
Rayman	**Ubi Soft**	**Platform Game**	**#13 RU**	**91%**	**Brilliantly colourful 2D platformer. Endearing and exciting, if not totally original.**
Ray Tracers	Sony CEE	Driving Game	#15 RU	70%	Chase HQ for the 90s, but not very challenging. Fun for a while, though.
R/C Stunt Copter	**Virgin Interactive**	**Software Toy**	**#20**	**92%**	**Fantastic simulation of flying a remote controlled helicopter.**
Reboot	Electronic Arts	Sports Sim	#4	80%	Crap American TV show becomes good PSX hoverboard game.
Resident Evil	**Virgin Interactive**	**Action Adventure**	**#10 PL**	**94%**	**Blood-thirsty action adventure. Unbelievable atmosphere and sickening violence.**
Resident Evil 2	**Virgin Interactive**	**Action Adventure**	**#20 PL**	**93%**	**The most violent and gruesome game ever? An all-time classic.**
Resurrection: RoR 2	Acclaim	Beat-'em-up	#4 RU	20%	Sluggish characters and slow loading times render this one almost unplayable.
Retro Force	Psygnosis	Shoot-'em-up	#16	67%	A blaster from the old school, but with late-nineties graphics.
Return Fire	Warner Interactive	Strategy Game	#17 RU	88%	This capture-the-flag offering provides great strategy action.
Re-Volt	Acclaim Entertainment	Driving Game	#22	42%	Neat ideas, but this remote controlled racer's batteries are somewhat flat.
Revolution X	Acclaim	Light Gun	#6 RU	31%	Rescue Aerosmith in this light gun blaster. Only for die-hard fans of the band.
Ridge Racer	Sony CEE	Driving Game	#15 RU	88%	Direct port from the arcade coin-op. Small, but perfectly formed.
Ridge Racer Revolution	Sony CEE	Driving Game	#15 RU	87%	Basically Ridge Racer part two, but with improved graphics, link-up and more courses.
R4: Ridge Racer Type 4	Sony CEE	Driving Game	#17	88%	Desperately unrealistic but a cool arcade drive nonetheless.
Riot	Psygnosis	Sports Sim	#16 RU	71%	A violent future sports sim in the Dead Ball Zone mould. If only it wasn't so hard...
Risk	Hasbro	Strategy Game	#17 RU	69%	Based on the boardgame, the console version offers new modes.
Rival Schools	Virgin	Beat-'em-up	#14	86%	Colourful fighter filled with fresh ideas and Japanese totty.
Road Rash	Electronic Arts	Driving Game	#15 RU	80%	Graphics are a little 16-bit, but it's still a hot and violent motorcycle racer.
Road Rash 3D	Electronic Arts	Driving Game	#8	82%	3D update of the respected 16-bit bike racing and combat game.
Robotron X	GT Interactive	Shoot-'em-up	#5 RU	70%	Update of ancient classic which retains the heart of the original, but lacks its addictiveness.
Rock and Roll Racing 2	Interplay	Driving Game	#15 RU	21%	Lousy PSX update of a SNES classic. Terrible gameplay insults the original.
Rogue Trip	GT Interactive	Driving Game	#11	81%	Futuristic taxi driving game. Great car combat and some seriously crazy characters.
Rollcage	**Psygnosis**	**Driving Game**	**#16**	**92%**	**Who said there's no such thing as an original driver? Fast, furious and above all, fun.**
R-Type Delta	**Sony CEE**	**Shoot-'em-up**	**#17**	**92%**	**A fine update on one of the best blasters of all time.**
R-Types	**Virgin Interactive**	**Compilation**	**#9**	**90%**	**Retro at its best - two classic blasters in one. Sure they're old, but who cares?**
Rugrats	THQ	Action Adventure	#15	81%	Faithful to the cartoon, and great for kids. Controls awkward, though.
Running Wild	**Sony CEE**	**Sports Sim**	**#16**	**90%**	**A fresh variation on the racing theme - it's a running race between animals!**
Rushdown	Infogrames	Sports Sim	#12	34%	Rushed Out, more like. A dodgy sports sim with some disastrous flaws.

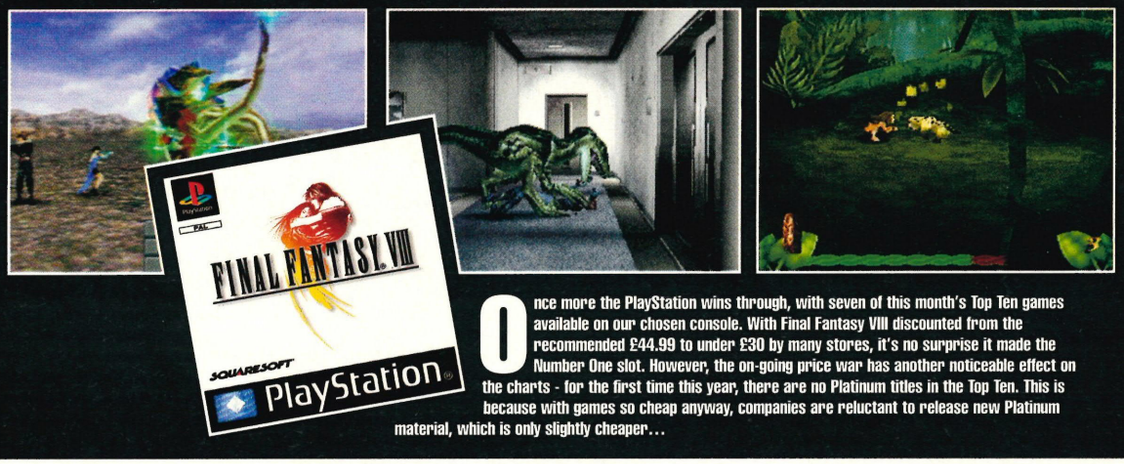
Title	Publisher	Genre	Issue	Score	Comment
S					
Sampras Extreme Tennis	**Codemasters**	**Sports Sim**	**#16 RU**	**91%**	**One of the most playable tennis sims on the PSX. Gorgeous motion capture.**
San Francisco Rush	GT Interactive	Driving Game	#9	69%	Dodgy loading times and sloppy driving physics kill this arcade racer.
S.C.A.R.S.	Ubi Soft	Driving Game	#11	80%	Combat racing with futuristic cars and cool weapons. There's a four-player mode too.
Sensible Soccer ECE	GT Interactive	Sports Sim	#13	20%	Disastrous update on the 16-bit classic - the game has lost all its playability.
Sentient	Psygnosis	Action Adventure	#3 RU	78%	Absorbing adventure, but too easy to lose your way.
Sentinel Returns	Psygnosis	Action Adventure	#10	33%	...But we wish it hadn't. Ugly, confusing update of an old classic.
Shadow Gunner	Ubi Soft	Mech Game	#14	36%	Boring, frustrating mech offering with non-existent learning curve.
ShadowMan	Acclaim Entertainment	3D Action Game	#23	82%	Deep, dark and mysterious Tomb Raider clone. Fun, but not perfect.
Shadow Master	Psygnosis	3D Shoot-'em-up	#7 RU	74%	Brilliantly executed 3D Doom-style blaster, but a bit too samey.
Shanghai: True Valor	Sunsoft	Puzzle Game	#15	37%	Mah Jong conversion with awkward controls and an appalling skills curve.
Silent Hill	Konami	Action Adventure	#20	83%	Gruesome shock horror offering which entertains, but isn't the blockbuster we expected.
Sim City 2000	Maxis	Strategy Game	#17 RU	88%	A little awkward on the PSX, but great fun nonetheless.
Skull Monkeys	Electronic Arts	Platform Game	#3	65%	Great animation, but very little gameplay. One to rent.
Slam 'N' Jam '96	BMG	Sports Sim	#19 RU	74%	Not a bad basketball game, but woefully dated.
Sled Storm	**Electronic Arts**	**Driving Game**	**#23**	**90%**	**An utterly brilliant obscure sports driver. Speed, handling, tricks - it's got the lot.**
Small Soldiers	Electronic Arts	Shoot-'em-up	#12	72%	Woeful interpretation of the film which wastes the licence completely.
Smash Court Tennis	**Sony CEE**	**Sports Sim**	**#16 RU**	**93%**	**The best tennis game on the PlayStation is long-deleted and very hard to find. Shame.**
Snow Racer '98	**Ocean**	**Sports Sim**	**#3**	**90%**	**Skiing and snowboarding simulation. Works well and offers good longevity.**
Soul Blade	**Sony CEE**	**Beat-'em-up**	**#15 PL**	**92%**	**King of the weapons-based beat-'em-ups. Great animation and top moves.**
Soul Reaver	**Eidos**	**3D Action Game**	**#19**	**96%**	**At last - a 3D game to beat the mighty Tomb Raider.**
Soviet Strike	**Electronic Arts**	**Shoot-'em-up**	**#3 PL**	**91%**	**Spectacular strategic helicopter game - the thinking man's shoot-'em-up.**
Space Hulk	Electronic Arts	Strategy Game	#17 RU	73%	Good conversion of the boardgame. Turn-based fun, if a little slow.
Space Jam	Acclaim	Sports Sim	#19 RU	64%	Dire basketball movie tie-in starring Bugs Bunny, Daffy Duck and - Michael Jordan?
Spawn: The Eternal	Sony CEE	Action Adventure	#5	59%	Dodgy 3D action adventure-cum-beat-'em-up - boring as hell.
Speed Freaks	Sony CEE	Driving Game	#21	86%	Cool four-player karting frolics. Not a Mario 64-beater, but the best on the PSX.
Spice World	Sony CEE	Puzzle Game	#7	75%	This isn't what you want, what you really, really want. Geri's still there too...
Spider	BMG	Platform Game	#13 RU	75%	Platformer where you control a spider who can cling to the underside of platforms.
Sports Car GT	Electronic Arts	Driving Game	#17	35%	Terrible sports racer with boring tracks, lifeless cars and dodgy graphics.
Spot Goes To Hollywood	Virgin Interactive	Platform Game	#13 RU	24%	...And we wished he'd stayed there. This game's crap, basically.
Spriggan: Lunar Verse	FromSoftware	Action Game	#23 IM	40%	Good MGS-style action, but nailing jelly to the ceiling would be easier.
Spyro the Dragon	**Sony CEE**	**Platform Game**	**#23 PL**	**91%**	**One of the greatest PSX platformers. Great exploration.**
Spyro 2: GTG	**Sony CEE**	**Platform Game**	**#23**	**90%**	**A fine update of a respected game. It's not easy, though...**
Star Gladiator	Capcom	Beat-'em-up	#4 RU	23%	You can complete this beat-'em-up on the hardest setting using only one move.
Star Winder	Mindscape	Driving Game	#15 RU	42%	Blatant WipEout clone, but nowhere near as good. Redundant.
Steel Reign	Sony CEE	Shoot-'em-up	#2	68%	This tank combat game makes good use of the analogue pad, but is ultimately boring.
Streak	**GT Interactive**	**Sports Sim**	**#12**	**94%**	**Futuristic hoverboarding sim with stunts based on physics rather than button combos.**
Street Fighter Alpha 3	**Virgin Interactive**	**Beat-'em-up**	**#17**	**92%**	**New moves, new characters but all the old faves too. A must for fans.**
Street Fighter Collection	Virgin Interactive	Compilation	#4	70%	A retro collection of three Street Fighter offerings, but two are virtually identical...
Street Fighter Collection 2	Virgin Interactive	Beat-'em-up	#16	60%	Retro fever in full effect, but what's the point with better 2D fighters around?
Street Fighter EX+Alpha	Virgin Interactive	Beat-'em-up	#21 PL	85%	Street Fighter makes the transition to 3D reasonably successfully, but no side-step.
Street Fighter: The Movie	Acclaim	Beat-'em-up	#4 RU	21%	Terrible beat-'em-up which features graphics digitised from the film.
Street Fighter Zero 3	**Capcom**	**Beat-'em-up**	**#14 IM**	**92%**	**Unoriginal but brilliant 2D fighter with some neat touches.**
Street Racer	UBI Soft	Driving Game	#15 RU	42%	Cartoon kart racer with four-player mode and weird, wacky weapons.
Street Skater	Electronic Arts	Sports Sim	#15	54%	Dodgy physics make this game an insult to the sport of skateboarding.
Strike Point: Hex Missions	Elite Software	Flight Sim	#9 RU	50%	Flawed helicopter sim. Both perspectives cause the chopper to obscure your view.
Suikoden	Konami	RPG	#11 RU	88%	RPG with 108 characters and a home base which grows as you go.
Super Pang Collection	Ocean	Compilation	#4	82%	Essentially three versions of the same game, but it's a very good game...
Super Puzzle Fighter II Turbo	**Virgin Interactive**	**Beat-'em-up**	**#8 RU**	**92%**	**Puzzle game with the Street Fighter characters added for cosmetic appeal.**
Supersonic Racers	Mindscape	Driving Game	#15 RU	46%	Micro Machines V3 clone, but nowhere near as good.
Swing	Software 2000	Puzzle Game	#16	45%	This weak puzzler's too complicated for its own good - for anoraks only.
Syndicate Wars	**Bullfrog**	**Strategy Game**	**#17 RU**	**90%**	**Dark, mysterious action/strategy game in a chilling Blade Runner-style setting.**
Syphon Filter	**Sony CEE**	**Action Adventure**	**#19**	**93%**	**Rough-looking, hard-playing Metal Gear Solid play-alike. A thinking person's blaster.**
T					
Tactics Ogre	Atlus Software	RPG	#8 IM	78%	An RPG/wargame hybrid in the Final Fantasy Tactics mould. Samey after a while.
T'ai Fu	Activision	Beat-'em-up	#16	88%	This exploration-based fighter is full of fresh ideas and great cartoony graphics.
Tank Racer	Grolier Interactive	Driving Game	#16	70%	They don't handle much like tanks, but so what? It's great apres-pub fun.
Tekken 2	**Sony CEE**	**Beat-'em-up**	**#4**	**94%**	**Second only to its sequel in the beat-'em-up stakes, this one's a cut-price killer.**
Tekken 3	**Sony CEE**	**Beat-'em-up**	**#20 PL**	**90%**	**The best beat-'em-up ever, though it's showing its age a little.**
Tempest X3	Atari	Shoot-'em-up	#5 RU	57%	Boring retro update. For die-hard Tempest fans only.
Tenchu: Stealth Assassins	**Activision**	**Action Adventure**	**#21 PL**	**95%**	**The first ever stealth game. A bloodthirsty, atmospheric marvel.**
Tennis Arena	Ubi Soft	Sports Sim	#16 RU	77%	A very accurate tennis sim, but not as technically perfect as Sampras or Smash Court.
Test Drive 4x4	Electronic Arts	Driving Game	#11	82%	Off-road version of Test Drive. Works reasonably well without being outstanding.
Test Drive 5	Electronic Arts	Beat-'em-up	#12	80%	Fun racing game, but let down by one or two minor niggles.
Tetris Plus	Jaleco	Puzzle Game	#8 RU	70%	It's Tetris; guide those falling blocks and fit them together. Classic puzzler.
Theme Hospital	Electronic Arts	Strategy Sim	#3	82%	Build and run a hospital? Sounds boring, but it's actually very rewarding.
Theme Park	Bullfrog	Strategy Game	#17 RU	86%	Build a theme park, develop new rides and attractions, balance the books...
Three Lions	Take 2	Sports Sim	#6	85%	Weird team set-up system, but delivers a good game of football.
Tiger Woods 99	Electronic Arts	Sports Sim	#13	89%	The golf sim's finest hour. The motion capture has to be seen to be believed.
Time Crisis	Sony CEE	Light Gun	#11 PL	89%	One of the most exciting light gun games ever. Almost arcade perfect too...
Tobal No. 1	Squaresoft	Beat-'em-up	#4 RU	85%	Dreadful one-on-one fighter saved by an excellent Quest Mode.
TOCA	**Codemasters**	**Driving Game**	**#1**	**93%**	**A great simulation-style racer. The driving physics are incredible.**
TOCA 2 Touring Cars	**Codemasters**	**Driving Game**	**#23 PL**	**93%**	**Barely showing its age. A true driving classic.**
Tokyo Highway Battle	THQ	Driving Game	#15 RU	68%	Not a bad racer, but the controls are twitchy and early cars drive poorly.
Tombi	Sony CEE	Arcade Adventure	#8	55%	Interesting arcade adventure but spoiled by dated presentation and awkward gameplay.
Tomb Raider	**Eidos**	**Action Adventure**	**#4**	**96%**	**The 3D action adventure that launched a legend - Lara Croft.**
Tomb Raider II	**Eidos**	**Action Adventure**	**#16 PL**	**95%**	**Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.**
Tomb Raider III	**Eidos**	**Action Adventure**	**#12**	**96%**	**By investing a little time and effort into the design, Core have come up with a top game.**
Tommi Mäkinen Rally	Europress Software	Driving Game	#7	41%	Disastrous rally game that drives like a brick. Technically inept and devoid of gameplay.
Tony Hawk's Skateboarding	**Activision**	**Sports Sim**	**#23**	**92%**	**This little gem will appeal to skaters and non-skaters alike.**
Top Gun: Fire At Will	Microprose	Flight Sim	#9 RU	59%	This flight sim suffers due to its complete disregard of inertia.
Total Drivin'	Infogrames	Driving Game	#14 PL	87%	Top driver with five styles of car and some great hidden elements to find.
Total NBA '98	Sony CEE	Sports Sim	#6	85%	It's yet another basketball sim. No more, no less.
Transport Tycoon	Ocean	Strategy Game	#17 RU	57%	Just doesn't work on the PSX. Poor controls and loading times.
Trap Runner	Atlus	Action Adventure	#16	70%	Spy vs Spy-style action. Set traps for your hapless foe, and avoid his own efforts.
Treasures of the Deep	**Sony CEE**	**Action Adventure**	**#6**	**90%**	**Underwater espionage at its finest. Unbelievable visuals and tactical gameplay.**
Triple Play 2000	EA Sports	Sports Sim	#18	89%	Baseball isn't very popular here, but this simulation should do something about that.
Tunnel B1	Ocean	3D Shoot-'em-up	#7 RU	68%	A driving mech game? Whatever it is, it doesn't really excite.
Twisted Metal	Sony CEE	Driving Game	#15 RU	75%	Drive and fight in this car combat game. Dated, but fun.
Twisted Metal 2	Sony CEE	Driving Game	#15 RU	88%	AKA Twisted Metal: World Tour. More of the same, but better executed.

ChartTrack

CHART ATTACK

All Formats Charts: November 1999

1: Final Fantasy VIII	EPM #23, 96%
2: Age of Empires II	(PC only)
3: Formula One '99	EPM #23, 96%
4: Star Wars Ep 1: Phantom Menace	EPM #23, 80%
5: Grand Theft Auto 2	EPM #24, 85%
6: LMA Manager	EPM #22, 92%
7: Dino Crisis	EPM #24, 90%
8: Pokemon Red	(GB Colour only)
9: Pokemon Blue	(GB Colour only)
10: Disney's Tarzan	EPM #24, 86%



Once more the PlayStation wins through, with seven of this month's Top Ten games available on our chosen console. With Final Fantasy VIII discounted from the recommended £44.99 to under £30 by many stores, it's no surprise it made the Number One slot. However, the on-going price war has another noticeable effect on the charts - for the first time this year, there are no Platinum titles in the Top Ten. This is because with games so cheap anyway, companies are reluctant to release new Platinum material, which is only slightly cheaper...

Title	Publisher	Genre	Issue	Score	Comment
UEFA Champions League	**Eidos**	**Sports Sim**	**#18**	**90%**	**Using the WLS engine UEFA offers a vast improvement in almost every respect.**
UEFA Striker	**Infogrames**	**Sports Sim**	**#23**	**93%**	**Classic football action - scores well in an overcrowded genre.**
Um Jammer Lammy	Sony CEE	Music Game	#20	89%	Copy the button combos to make Lammy play guitar. Great, but short.
Unholy War	Eidos	Wargame	#10	69%	Wargame/beat-'em-up hybrid? Too much compromise to really work well.
V2000	Grolier Interactive	Strategy Blaster	#11	80%	This strategic blaster takes some getting used to, but it's rewarding in the extreme.
Vandal Hearts	Konami	RPG	#11 RU	82%	Battle-based RPG with incredible depth, but only 16-bit quality graphics.
V-Ball	Infogrames	Sports Sim	#16 RU	58%	Beach volleyball - honest. It works OK, but there isn't enough to it.
Versailles	Cryo Interactive	Adventure	#9	59%	Reasonable edutainment adventure, but puzzles too obscure and info too intrusive.
Victory Boxing 2	JVC	Sports Sim	#10	85%	More of a sports sim than a beat-'em-up, this boxing game packs a heavy punch.
Viewpoint	Electronic Arts	Shoot-'em-up	#5 RU	55%	Diagonally-scrolling blaster in the Zaxxon mould. Boring sprites fail to excite.
Vigilante 8	**Activision**	**Driving Game**	**#6**	**92%**	**Car combat in the 1970s. Great fun, especially in two-player mode.**
Viper	Ocean	Shoot-'em-up	#7	61%	Dire shoot-'em-up with ridiculously dark graphics and a main sprite that blocks your view.
Virtual Golf	Core Design	Sports Sim	#16 RU	75%	Playable arcade golf outing, but not a simulation by any means.
Virus	Cryo Entertainment	3D Action Game	#20	27%	Yet another dodgy Tomb Raider rip-off. Take our advice - avoid.
Viva Football	Virgin Interactive	Sports Sim	#14	89%	A cool game of footie with great ideas, but not without its flaws.
V-Rally	Infogrames	Driving Game	#8 PL	89%	Not a realistic simulation, but this arcade rally driver has stood the test of time.
V-Rally 2	**Infogrames**	**Driving Game**	**#19**	**95%**	**One of the best racers ever? We certainly think so...**
VR Baseball '99	Interplay	Sports Sim	#12	45%	Average baseball sim with no real strengths or weaknesses - just so-so.
VR Powerboat Racing	Sony CEE	Driving Game	#15 RU	67%	Bog-standard driver on water, but looks a treat. Not bad, not great.
Vs	THQ	Beat-'em-up	#6	61%	Awful beat-'em-up you can complete by using the same move over and again.
Wako Volleyball	Athena	Sports Sim	#23 IM	39%	Boring, shallow volleyball sim. Sad stuff.
Warcraft 2	**Electronic Arts**	**Strategy Game**	**#17 RU**	**90%**	**Despite awkward controls, the C&C-style fantasy bash is a real winner.**
WarGames	**Electronic Arts**	**Action/Strategy**	**#8**	**93%**	**Control multiple units in this great arcade/strategy hybrid. A 'must' for Strike fans.**
War Gods	Midway	Beat-'em-up	#4 RU	55%	Great 3D perspective, but very limited gameplay.
Warhammer	Mindscape	Strategy Game	#17 RU	86%	Command & Conquer with a Tolkienesque theme. Top stuff.
Warhawk	Sony CEE	Flight Sim	#9 RU	39%	The PSX's first flight sim. Well presented, but severely lacking in gameplay.
Warzone 2100	Eidos Interactive	Strategy Game	#17	88%	Direct control over vehicles puts a new slant on Command & Conquer-style games.
Wayne Gretsky's '98	Sony CEE	Sports Sim	#5	55%	Competent but workmanlike - nothing disastrous, but lacking in sparkle.
WCW Mayhem	Electronic Arts	Beat-'em-up	#23	85%	Despite awkward-looking wrists, sheer variety makes this a cool grappler.
WCW Nitro	THQ	Beat-'em-up	#6	55%	Wrestling game with huge roster of bone-benders but shoddy execution.
WCW/NWO Thunder	THQ	Beat-'em-up	#15	34%	Shoddy wrestling sim that's too slow and too boring. Waste of a licence.
WCW Vs The World	THQ	Beat-'em-up	#19 RU	75%	Interesting game, but no blockbuster. Will there ever be a great grappler on the PSX?
Wild 9	**Interplay**	**Platform Game**	**#9**	**92%**	**A platform offering with some really neat ideas. Gruesome ways of killing your foes.**
Wild ARMS	Sony CEE	RPG	#13	80%	Starts slowly, but unfolds into a compelling RPG. Not bad at all.
Wing Commander III	Electronic Arts	Shoot-'em-up	#9 RU	65%	Interesting cinematic experience, but too many cut scenes and too little game.
Wing Commander IV	Electronic Arts	Shoot-'em-up	#9 RU	76%	More of the same, but the in-game graphics are more sophisticated.
Wing Over 2	JVC	Flight Sim	#17	79%	One of the best flight sims yet, but a little over-ambitious.
Wip3out	**Psygnosis**	**Driving Game**	**#23**	**91%**	**Top future racer. The best of the series, and a fantastic game in its own right.**
WipEout 2097	**Psygnosis**	**Driving Game**	**#3 PL**	**95%**	**Is this the fastest racer ever? Futuristic vehicles offer unusual driving physics too.**
World Cup 98	**Electronic Arts**	**Sports Sim**	**#7**	**90%**	**The official World Cup license comes up with the goods in this great soccer sim.**
World League Basketball	Mindscape	Sports Sim	#2	60%	This simulation-style sports game looks good but plays relatively poorly.
World League Soccer	Eidos	Sports Sim	#10 RU	70%	Average football game let down by dodgy power meter.
World League Soccer 98	**Eidos**	**Sports Sim**	**#6**	**94%**	**Bad commentary, but a superb game of soccer. Hard to score, though.**
Worms	**Ocean**	**Strategy Game**	**#8 RU**	**95%**	**Fiendishly addictive strategy puzzler, and one of the best multiplayer games around.**
Wreckin' Crew	Telstar	Driving Game	#7	58%	Poor combat racing game with lousy driving physics and awkward gameplay.
WWF Attitude	**Acclaim Entertainment**	**Beat-'em-up**	**#20**	**90%**	**The best wrestling sim on the PlayStation. Excellent 'create a grappler' option.**
WWF In Your House	Acclaim	Beat-'em-up	#19 RU	60%	Spectacularly arcadey, but a little on the shallow side.
WWF Warzone	Acclaim	Beat-'em-up	#23 PL	64%	Interesting in its day, but superseded by better games.
WWF Wrestlemania	Acclaim	Beat-'em-up	#19 RU	55%	An arcadey wrestling game with unrealistic special moves and awkward graphics.
X2	Team 17	Shoot-'em-up	#5 RU	81%	2D blaster from the old school, but with spectacular graphics and sound.
X-Com: Enemy Unknown	Microprose	Strategy Game	#17 RU	85%	Thoughtful if a little dated turn-based strategy sim. Worth buying cheap.
X-Com: Terror from the Deep	Microprose	Strategy Game	#17 RU	88%	Improvements made over Enemy Unknown, but it's basically more of the same.
Xenocracy	**Grolier Interactive**	**Shoot-'em-up**	**#5**	**90%**	**Poor compared to Colony Wars, but fun for strategic blasting fans.**
X-Files	Sony CEE	Adventure	#22	79%	Interesting four-disc point-'n'-clicker using FMV. Dark and moody, like the show.
X Games Pro Boarder	Sony CEE	Sports Sim	#13	75%	What's there's great, but this snowboarding sim is just too darned small.
X-Men Vs Street Fighter	Virgin Interactive	Beat-'em-up	#10	83%	Yet another Street Fighter game - it's good, but the cash cow's running low on milk.
Yoyo's Puzzle Park	JVC	Puzzle Game	#17	82%	Superb platform puzzler in the Rainbow Islands/Bubble Bobble mould.
Z	Sony CEE	Strategy Game	#17 RU	69%	ZZZZzzzzzzzz...
Zero Divide	Ocean	Beat-'em-up	#4 RU	59%	Nothing disastrous about this beat-'em-up-with-robots, but there's no sparkle either.
Zero Divide 2	Sony CEE	Beat-'em-up	#12	52%	See above - this one's just more of the same. And it's still no good.

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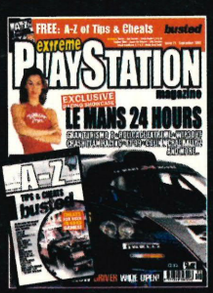
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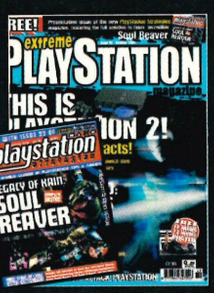
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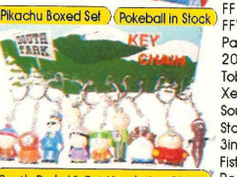


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Published by
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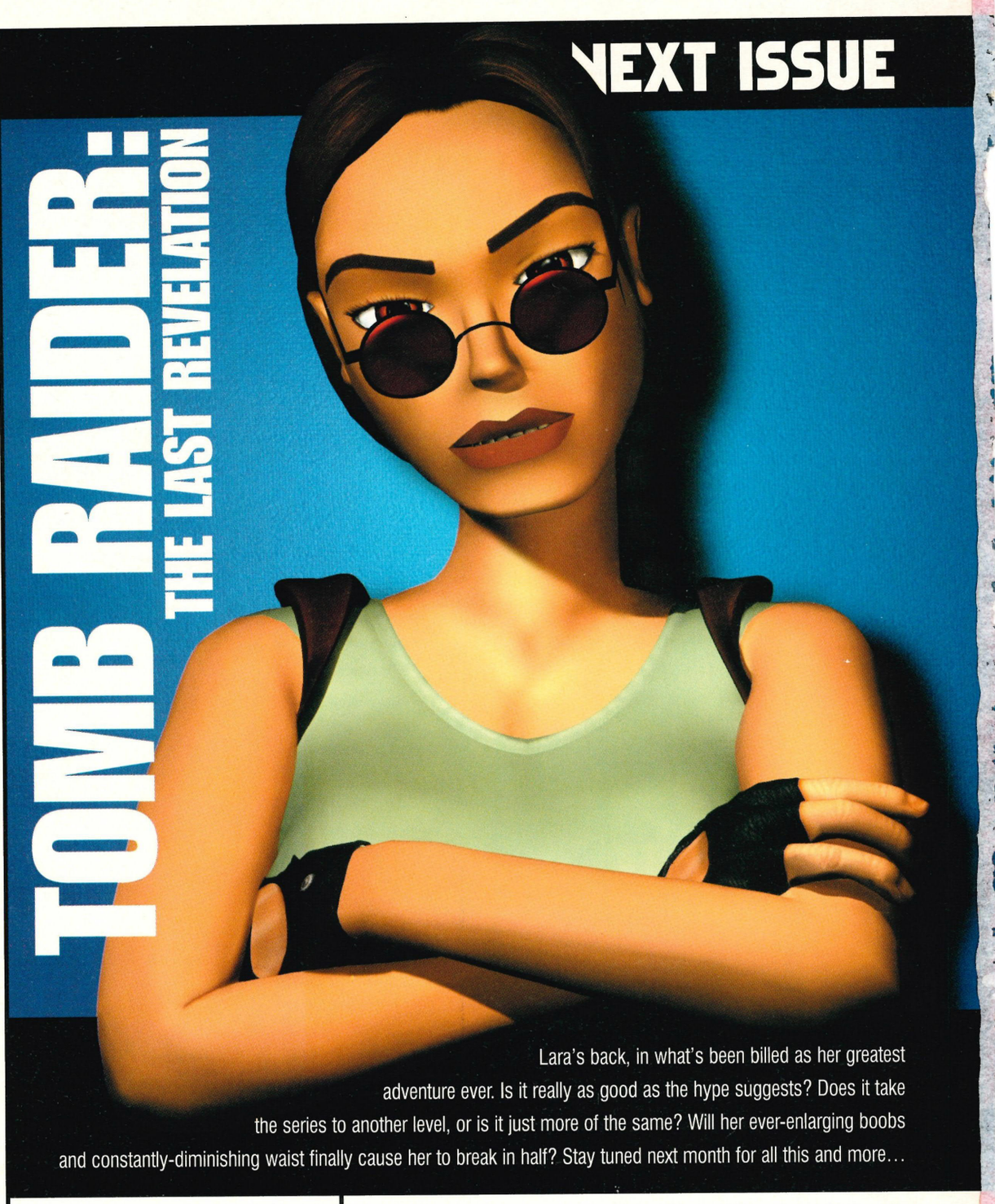
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Christina, Ciaran, Jamie, Mark, Simon @ Bastion
Simon Smith-Wright @ Acclaim
Alison Grant @ Virgin Interactive
Jon Murphy @ Konami
Steve Starvis @ Eidos
Mark Allen @ Cryo
Louise Gabriel @ Ubi Soft
And anyone else who knows us!

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NEXT ISSUE



Lara's back, in what's been billed as her greatest adventure ever. Is it really as good as the hype suggests? Does it take the series to another level, or is it just more of the same? Will her ever-enlarging boobs and constantly-diminishing waist finally cause her to break in half? Stay tuned next month for all this and more…

Also Featured:

Discworld Noir • Eagle One Harrier Attack Extreme 500 • Wu-Tang: Taste the Pain Millennium Soldier: Expendable • Killer Loop • Medal of Honour Nascar 2000 • Roadsters Trophy • Smurfs 3D • Theme Park World Worms Pinball • Xena: Warrior Princess

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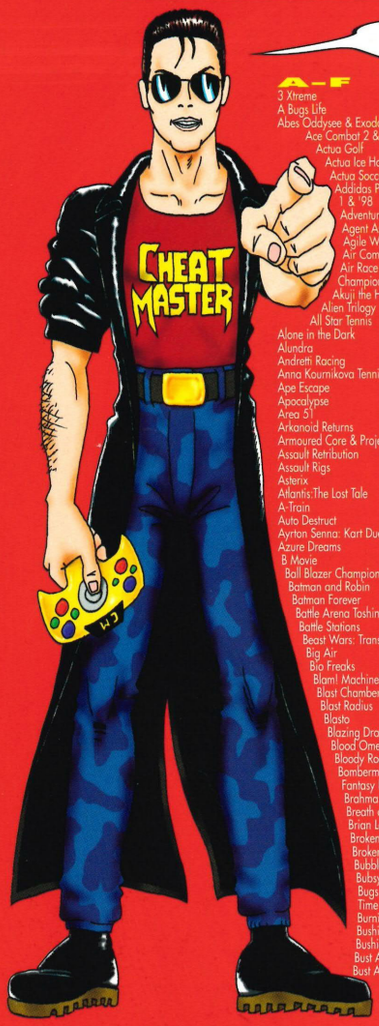
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Blazing Dragons
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Bloody Roar 1 & 2
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Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword &
Broken Sword 2
Bubble Bobble
Bubsy 3D
Bugs Bunny:Lost in Time
Burning Road
Bushido Blade &
Bushido Blade 2
Bust A Groove
Bust A Move 1,2,3 & 4
Capcom Generations 1 & Volume 2
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Carnage Heart
Casper
Castlevania:Symphony of the Night
Castrol Honda Superbike
Cheesy
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Clock Tower: Ghost Head
Colin Mcrae Rally
Colonization
Colony Wars & Colony Wars Vengeance
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Command & Conquer:Red Alert & Retaliation
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Contra Legacy of Wars
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Crash Bandicoot 1,2 & 3
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Crime Killer
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Criticom
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Crow: City of Angels
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Cybersled
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D
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Darklight Conflict
Darkstalkers 3
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Frogger
Future Cop: LAPD

G-K

G Darius
Gex, Gex 3D & Deep Cover Gecko
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Goal Storm
G-Police & G-Police 2
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Hercules
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Hybrid
Hyper Formation Soccer
Impact Racing
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International Track and Field
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Iron Man XO Manowar in Heavy Metal
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J. McGrath Super Cross '98
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Jonah Lomu Rugby
Jumping Flash 1 & 2
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Kileak:The DNA Imperative
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KKND Krossfire
Klonoa
Knockout Kings
Krazy Ivan
Kula World

L-P

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Legend of Legaia
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Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lost Vikings 2
Lucky Luke
Lunar Silver Star Story
Machine Hunter
Madden NFL '98, '99 & 2000
Magic Carpet
Magic Gathering Battle Mage
Marvel Super Heroes: & vs Street Fighter
Mass Destruction
Max Power Racing
MDK
Mech Warrior 2
MediEvil
Megaman X4
Men In Black
Metal Gear Solid & Special Missions
Micro Machines V3
Mobile Suit Gundam
Monkey Hero
Monopoly
Monster Trucks
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Moto Racer 1 & 2
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Motor Toon Gran Prix 2
Myst
N20
Nagano Winter Olympics
Namco Museum Vol 1
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Need For Speed 1, 2, 3 & Road Challenge
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Puchi Carat

Q-U

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Ridge Racer 1, Revolution & Type 4
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Rival Schools 1 & 2
Riven: Sequel To Myst
Road Rash & Road Rash 3D
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Rockman X3
Rogue Trip
Roll Cage
Rosco McQueen
R-Type Delta
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Runabout
Running Wild
Rushdown
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Sampras: Extreme Tennis
Samurai Showdown 3
San Francisco Rush
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Shellshock
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Silhouette Mirage
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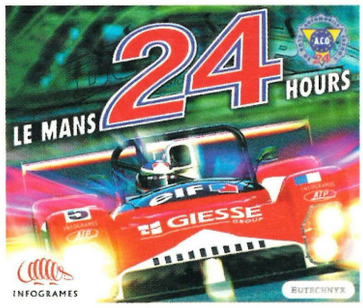


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